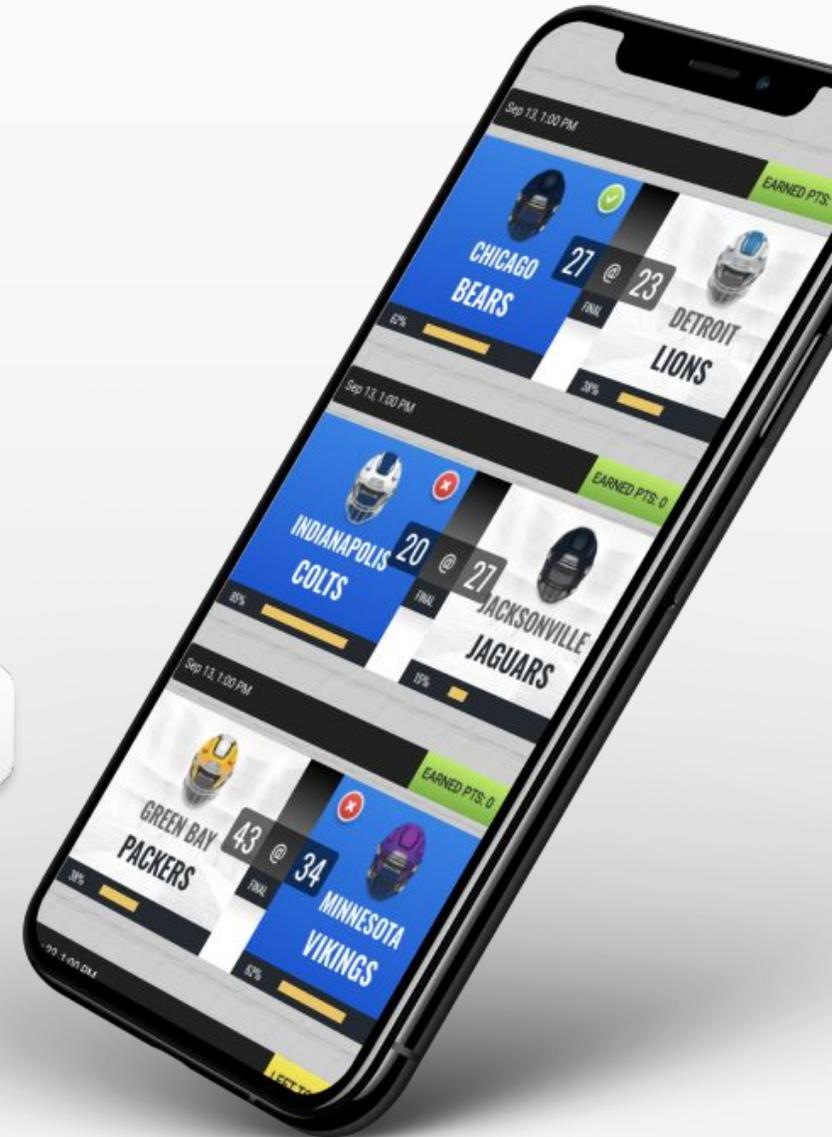# FORECASTER GAMES

User Manual

ForecasterGames.com

Introduction: Our Goals

Our goals for your user base:
Playing our games should be

- **easy**
- **fun**
- **compelling**

Our goals for you:
Setting up and managing a game should be:

- **fast**
  (if you pick one of our Ready-Made Games)
- **straightforward**
  (if you want additional features or customizations
- **rewarding**
  (by keeping you connected to those you care about!)

As you customize and manage your game, you'll find lots of **Info Icons** that provide more documentation on each feature.

Contact our Support Team with additional questions! Just click **SUPPORT**, found in the Account menu in the top-right corner.

Introduction: This User Manual

This User Manual will (eventually) provide details about all our features, large and small.

During our Beta period, it is a work-in-progress.

Please feel free to reach out to us at any time for personal assistance -- see Support Access details below!

We thank you for your participation and your feedback!

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The Games: Game Types

Forecaster Games currently offers these types of games:

- Pick'em
- Fantasy
- Quiz'em
- Rank'em
- Bracket

Plus we'll be adding to our 3 variations of Fantasy Games with a live Fantasy Draft option!

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The Games: Game Topics

Our games cover an expanding array of what we call topics. Most topics revolve around the sporting events hosted by the most popular U.S.-based leagues:

- Football: NFL and NCAA
- Basketball: NBA and NCAA
- Baseball: MLB
- Hockey: NHL
- Golf: PGA
- Auto Racing: NASCAR
- Soccer: MLS, English Premier League, Liga MX

But we also support other topics:

- Awards Ceremonies: Academy Awards, Emmy's, Grammy's, etc.
- Political Elections

We'll be growing our topics in 2021 as well!

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The Games: Common Elements

Whatever the game type, every game shares many common elements. Here are the pages your game participants can visit:

- **Picks**: Here they make their selections.
- **Standings**: Here they see how they've scored and ranked, compared to all the other participants
- **Community**: Here they can improve how they communicate and compete with fellow participants. (You can optionally disable these features.)

There are also several administrative features that game participants access:

- Registration
- Rules
- User Profile

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The Games: Pick'em

The Picks page lets users pick which teams they think will win.

Great for Awards Show Contests, too!

The Standings page ranks all players, and lets users see all the scoring breakdowns.

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The Games: Fantasy

We currently support three variations of Fantasy games:

- **Pickbox**
  - The "Picks" page presents group of 5 to 10 athletes, and users typically select the player from that group they think will perform the best during that Game Period
- **Salary Cap**
  - The "Picks" page shows the user a set of open roster slots. Users choose which player in the league they want to fill that slot. However, each player costs them a "salary" amount, and the user cannot exceed a certain salary threshold in total.
- **Picks Unlimited**
  - Just like the Salary Cap option, but without the cap. Users select whichever player for each slot they think will perform the best during that Game Period.

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The Games: Fantasy

All three Fantasy variations share common characteristics:

Available players have flags for "hot streak" and injury status.

Fantasy Scoring Breakdowns include all the stats that contributed to each score.

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Fantasy Games: Pickbox

In Pickbox fantasy games, users choose one athlete from each group. The game is designed so that each group includes athletes of basically the same abilities, so that choices are not obvious..
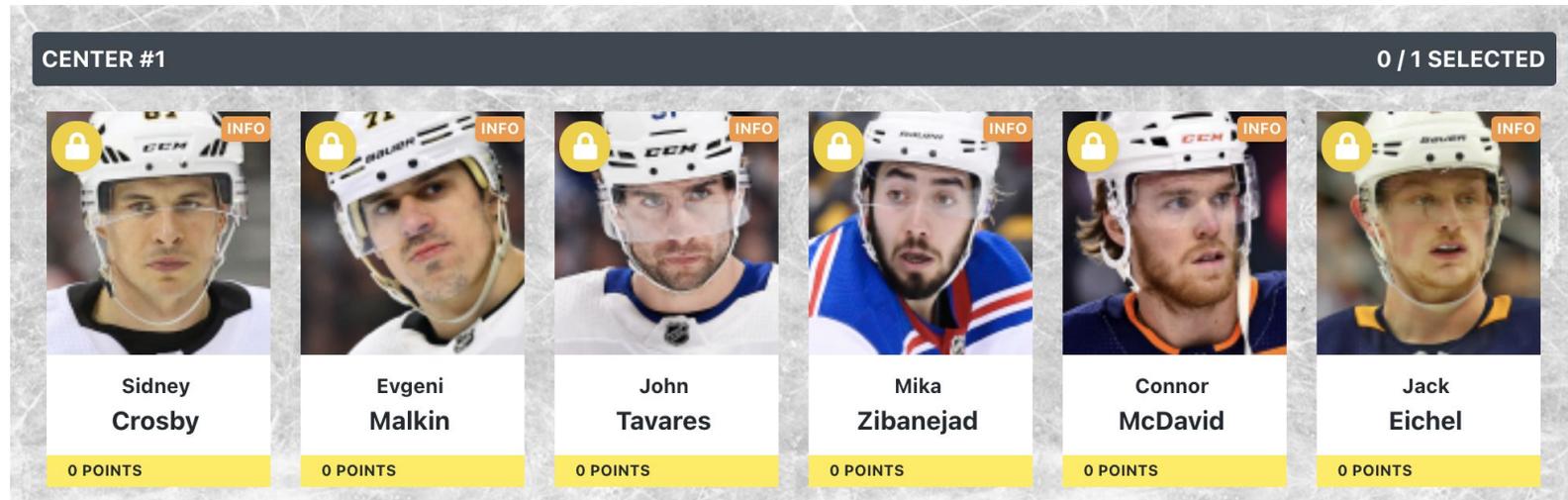
CENTER #1					0 / 1 SELECTED
INFO	INFO	INFO	INFO	INFO	INFO
Sidney **Crosby**	Evgeni **Malkin**	John **Tavares**	Mika **Zibanejad**	Connor **McDavid**	Jack **Eichel**
0 POINTS	0 POINTS	0 POINTS	0 POINTS	0 POINTS	0 POINTS

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Fantasy Games: Salary Cap & Unlimited

In **Salary Cap** fantasy games, users build their roster one slot at a time, and must be aware of each player's salary, so the total stays beneath the cap.

Picks Unlimited works the same, except there is no Cap restriction.

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The Games: Quiz'em

Predict the number of MVP first-place votes cast for MOOKIE BETTS:

1-10 first-place votes

11-20 first-place votes

21-30 first-place votes

Make up your own questions, or go with one of our Ready-Made games

#1   EARNED: 0/1 PT 🔒

The 1ST player selected in the 2020 NBA Draft will be:

Anthony EDWARDS, Georgia ✓

James WISEMAN, Memphis

LaMelo BALL, Australia

Deni AVDIJA, Israel ✗

OTHE

SCORING BREAKDOWN FOR JCAL

TOTAL PERIOD POINTS

#	Q / A	
#1	Q: The 1ST player selected in the 2020 NBA Draft will be: A: Anthony EDWARDS, Georgia	1
#2	Q: The 2ND player selected in the 2020 NBA Draft will be: A: James WISEMAN, Memphis	1

On the Standings page, Scoring Breakdowns let you know how everyone in the game answered.

For Quiz'em games, you can create helpful marketing-oriented questionnaires! You can assign the same number of points to each answer, to "gamify" your market-intelligence-gathering process! Quiz'em supports Multiple-choice, checkbox, and short-answer style questions.

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The Games: Rank'em

DRIVER LIST (Drag from left to righthand column)

Scott DIXON

Colton HERTA

Josef NEWGARDEN

Pato O'Ward

Among drivers listed rank in your predic

1ST PLACE
2ND PLACE
3RD PLACE

Game participants drag the items from the left side into a group on the right, customizing the order!

Jared Butler, BAYLOR

Ayo Dosunmu, ILLINOIS

Chris Duarte, OREGON

Corey Kispert, GONZAGA

Jalen Suggs, GONZAGA

Jonathan Kuminga, CONG

PRO HOOPS 2021 DRAFT RANK'EM

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The Games: Bracket

Game participants choose which teams they think will advance in the tournament.
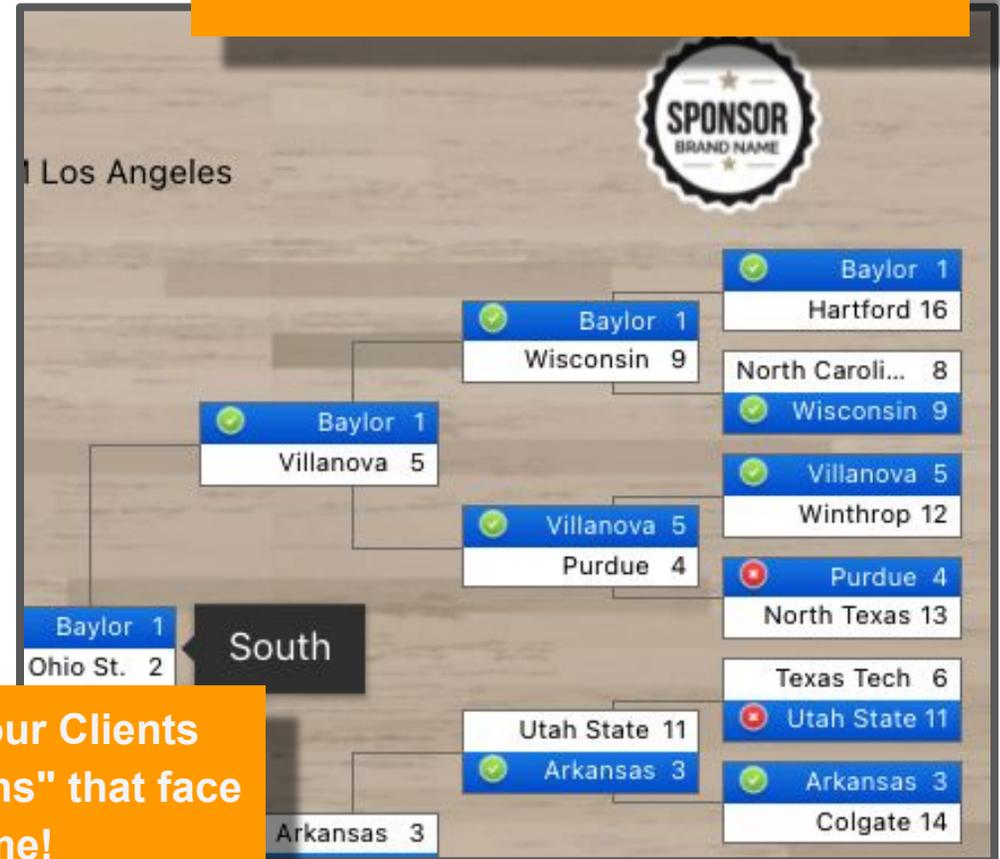
Custom brackets allow our Clients to create their own "teams" that face off in a bracket-style game!

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Setup

Your game setup can take less than one minute, if you simply want to select one of our pre-built **Ready-Made Games**.

Or you can take your time and design your **own custom game** experience!

When customizing a Ready-Made Game, the first three sections of "Setup" -- Properties, Design, & Prizes -- are the most commonly adjusted.

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Setup: Properties

In the **Properties** section, you can:

- Change the URL for the game.
- Adjust default settings for language and timezone.
- Activate or deactivate other advanced features.
- Add a link to your Privacy Policy
  - Forecaster Games displays its own Privacy Policy on every page as well.

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Setup: Design

In the **Design** section, you can:

- Upload logos for your own brand and for optional sponsors
  - Customize the branding for the online game, as well as for automated email reminder and confirmation messages
- Change the colors and fonts used
- Change the game title and other promotional text and graphics

The drop-down in the top left corner lets you switch among sections.

Once you have set up the design of one game, you can reuse that design for other games you select.

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Setup: Prizes

In the **Prizes** section, you can:

- List what prizes (if any) you'd like to offer. Many types of prize options are available:
  - Overall prizes for 1st, 2nd, 3rd, etc.
  - Individual prizes for each Game Period.
    - For example, a fantasy football game is typically broken up into 17 individual Game Periods, corresponding to each week in the regular season.
- To help boost engagements by participants all season long, you can also offer "Raffle Tickets" as prizes.
  - Higher-ranked participants can earn more raffle tickets than those ranked lower.
  - At the end of the season, use our software to run the raffle, or print out all the tickets earned and draw the winner(s) from a hat!

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Setup: Timelines

In the **Timelines** section, you can adjust dates and times for:

Registration

- When users can sign up for the game

Game Periods

- When users can make picks and receive scores for a phase of the game.
- Some games consist of only one Game Period (Academy Awards game; Super Bowl game)
- Other games have many successive Game Periods
- The **Pick Period** start and end dates govern when users can make their selections
- The **Scoring Period** start and end dates govern which sporting (or other) events are taken into account, when deciding how well a user did.

We add up the duration of all Game Periods to determine whether your game is a short, medium, or long game. Game pricing varies by combined game period duration.

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Setup: Gameplay

In the **Gameplay** section, you can set game properties, either for the entire game, or for individual Game Periods. These properties include:

- The scoring system (how many points are earned by what on-field or real-life events)
- What sorts of choices your users can make (for example, whether they can predict a "tie game" as an outcome
- What additional game-related information to show your users (for example, whether they can see percentage totals of users who have made the same picks as they did)

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Setup: Picks

In the **Picks** section, you determine which choices your users have on *their* Picks page:

- For Pick'em games, choose which games show up.
- For Fantasy Pickbox games, choose which athletes show up in which groups
- For Fantasy Salary Cap and Picks Unlimited games, choose which position slots must be filled by your users
- For Quiz'em games, choose what questions are presented to your users, and which answers they can choose from.
  - Later, if you've made your own custom questions, you can go back to this section to denote which answers were the correct ones.

Some scoring-related parameters may also be set on the Picks page, if those parameters would vary based on the Picks your users make.

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Setup: Standings

In the **Standings** section, you decide which point totals are used to rank users on *their* standings page.

- By default, we show one standings for every Game Period that is set up, plus one "overall standings" that is built from user point totals across the entire game.
  - You can change these defaults if you'd like
  - You can also create "custom standings" that are built from whichever Game Periods you'd like. For example, you can create a "November" Standings for the four weekly Game Periods that took place during the month of November.

If you want want to present prizes to your users for earning points in one or more Game Periods, then you must have a Standings set up that specifically covers just those Game Periods.

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Setup: Registration

In the **Registration** section, you decide which questions are asked of your users when they register for your game.

- Questions asking their name, email address, and "team name" are always required, and are therefore not shown on this page as options.
- We have 8 common built-in questions set up, such as phone, birthdate, and address. You can choose to hide, show, or show-and-require any or all of these questions.
- You can create your own custom questions, and indicate whether those questions are optional or required. There are four types of custom questions:
  - text - a free-text response is allowed
  - date - users must choose a date
  - multiple choice - users must choose from a controlled set of possible answers
  - checkbox - users must check off their answer
- This page also displays marketing options, for allowing users to opt-in to mailing lists.

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Setup: Rules

In the **Rules** section, you select which sorts of Rules to show to the users. The Rules document also doubles as an End User License Agreement, and during the Registration process, users must agree to these rules in order to be able to play the game.

If you choose to use Forecaster Games' default rules, then you can configure a few parameters regarding game eligibility and how any earned prizes are retrieved. Our system will incorporate your responses, along with other information furnished elsewhere (such as in the Timelines and Prizes sections) in order to build the final Rules document shown to users.

If you choose to use your own custom rules, you can submit those on this page. Because a Forecaster Games staff member must review and approve your Custom Rules for completely, we do charge additional Credits for this service. Also, a boilerplate set of "Supplemental Terms" supplied by us will be tacked onto the end of your Custom Rules. Those terms cover our relationship with your users.

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Manage

Once your game has been set up, you'll want to use the tools found in the "Manage" section, to get the most out of your investment.

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Manage: Announcements

In the **Announcements** section, you write, activate, and deactivate announcements that can show up at the top of particular game pages for your users.

You can choose which pages these announcements show up on (Login, Picks, Standings, Community).

For the Picks and Standings pages, you can also choose which Game Periods these announcements show up for.

Besides the text of an announcement, you can also include a link for a Youtube video which you'd like embedded within the announcement. Typically, this would be an "unlisted" Youtube video, but it doesn't have to be. Users can watch the video right there on the page, or can (as per usual, with Youtube) click to watch the video on its own Youtube page.

When entering the Youtube ID, just include the last part of the URL. Do not include the "youtube.com" part of the URL. More info on this feature can be found in the "Engage" section of this manual.

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Manage: Users

In the **Users** section, you can view the list of registered users for the game. You can also download in a spreadsheet-friendly format all the registration info provided by the users.

Remember when downloading this information to respect the "opt-in" choices of your users, with regards to non-game-related marketing materials you may wish to share.

You can also assign any users to be listed as "celebrities" in your game, and/or change their prize eligibility.

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Manage: Analytics

In the **Analytics** section, you can access detailed analytics information regarding the popularity and usage of your game, across whatever time period you'd like.

At the bottom is a graph and table ranking all game users by their usage frequency.

Manage: Prize Management

In the **Prize Management** section, you finalize the awarding of Prizes for any prizes you added in the Setup: Prizes section.

This section conveniently shows you details about all users who we think have qualified for prizes. You can use this information to perform any further eligibility verification processes you think are necessary.

If you believe that any potential prizewinners should be ineligible for prizes, then you can mark them as ineligible over in the Users section.

If you elected to assign raffle tickets as prizes, then you can "run the raffle" from this section, automatically. If you would like to run the raffle manually instead, you can download a printout of "raffle tickets" that can be printed out. The tickets were designed to be printed on popular "make-your-own-business-cards" perforrated paper, so that they are easy to tear off and drop into a hat.

You can optionally trigger a Prize Announcement email to be sent to all finalized winners.

Once prizes have been finalized, then users will see "trophy icons" show up in the appropriate Standings, alongside the team names of the winners.

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Manage: GameChatter

If you have enabled the GameChatter feature, then you are able to review all open chat sessions in this **GameChatter** section. Open chat sessions include the global "general" GameChatter room, and also include all "public group chatrooms" that had been created by you or your users.

You can delete any inappropriate comments in these open chatrooms, using this interface.

For the chatrooms of "private groups" that were set up by you or by your users, only the group "owner" can delete inappropriate comments. They would do so using the actual GameChatter window that pops up within the game.

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Engage

Every single game hosted at Forecaster Games is about Community Engagement!

That's because trying to predict outcomes for sports, news, and entertainment is something people have loved to do and discuss for literally thousands of years.
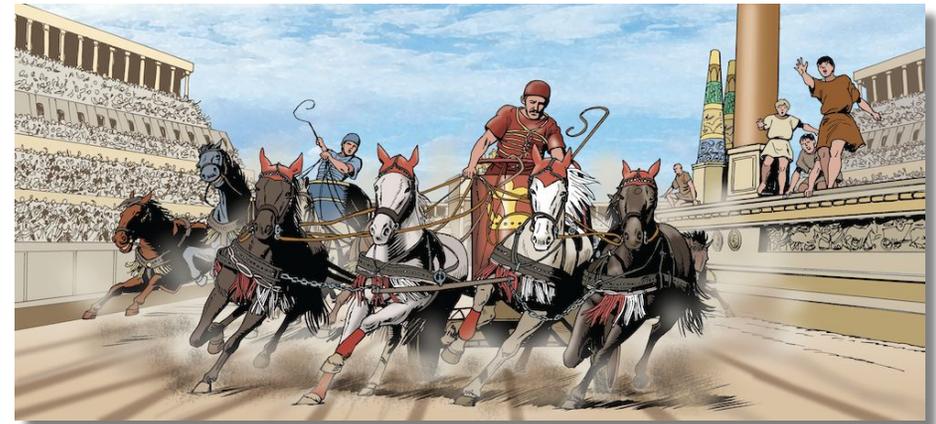
But beyond the game itself, our platform offers many outstanding features that can keep your game participants interacting with you, and with one another.

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Engage: Marketing

Atop your Client Dashboard, you will see a link for our Marketing page.

On this page, you can generate emails to send to all game participants from prior games who have elected to "opt-in" to your marketing messages.

You can also download all user registration information for (opt-in) users who have played whichever past games of yours you signify.

We automatically "filter out duplicates" of these past users, so that even if a user had played in more than one of your past games, they will only be emailed or listed once.

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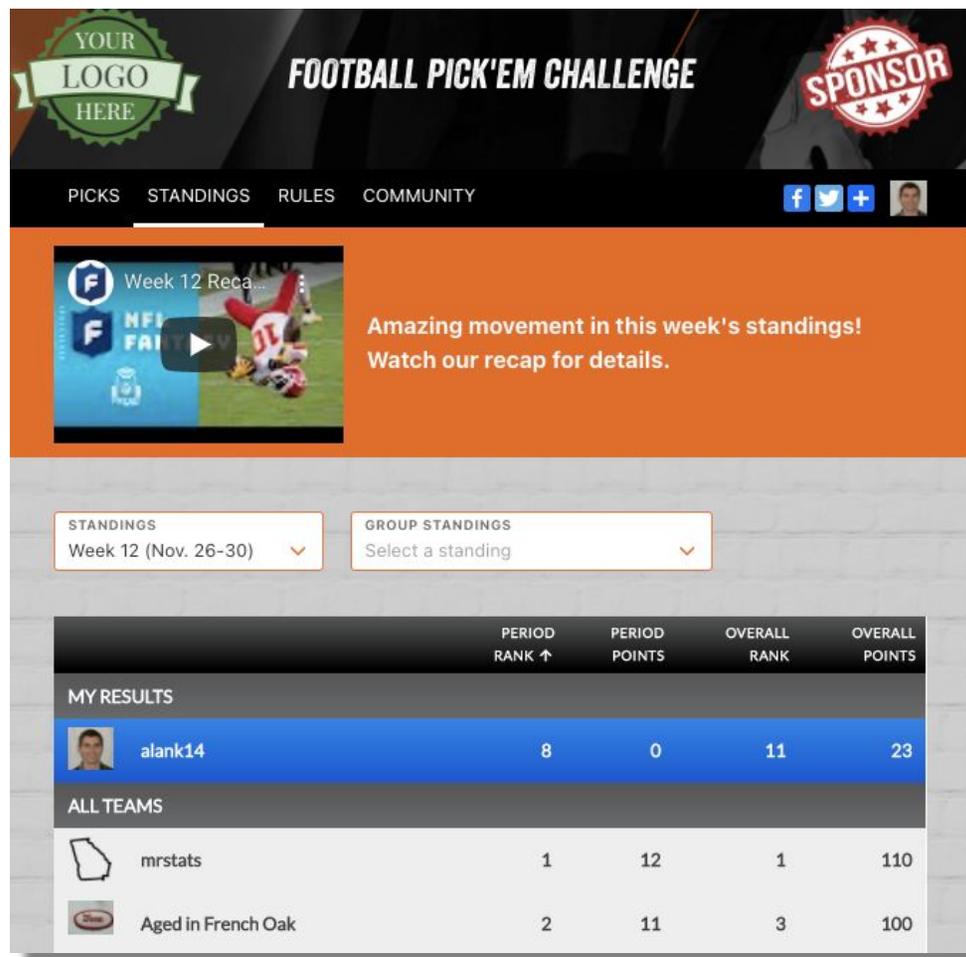
Engage: Announcements

Use the "Manage Game" feature to add custom announcements to any game.

An announcement can be set to run sitewide, or can be pegged to any particular page or Game Period. It can even include an embedded video from Youtube!

Here you see a Week-12-specific announcement just for the Standings page. It includes a recap video, which you can film and upload yourself!

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Engage: Groups

All game participants are listed in the Overall Standings. However, you or your participants can set up their own "groups" to create another layer of fun!
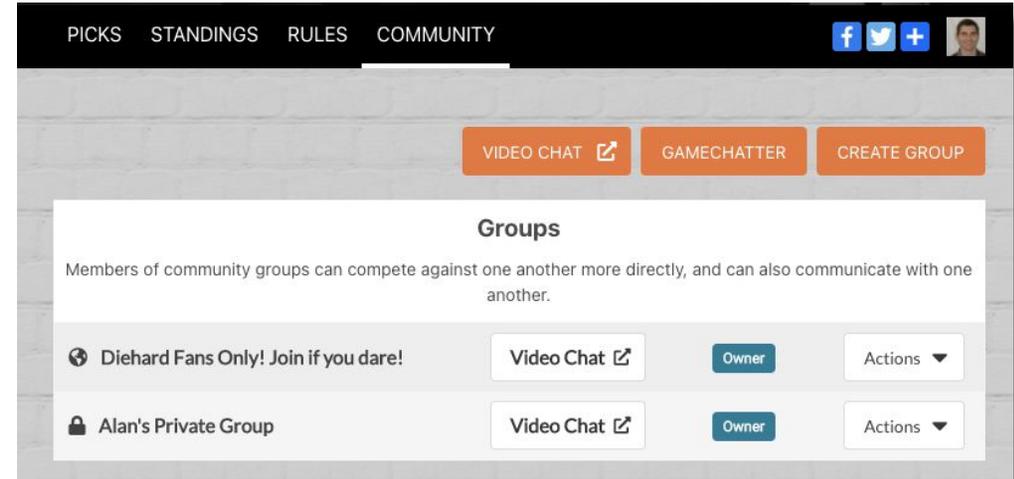
Groups get their own "filtered standings"

Groups have a leaderboard that shows the stats for their members only.

Any participant can join a Public Group, but the Private Groups are "invite-only."

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Engage: GameChatter

GameChatter is your own built-in Slack-like chat interface.

There's one General GameChatter channel for everyone, and additional channels for each Group.

You and the Group Owners can moderate and delete unwanted posts.
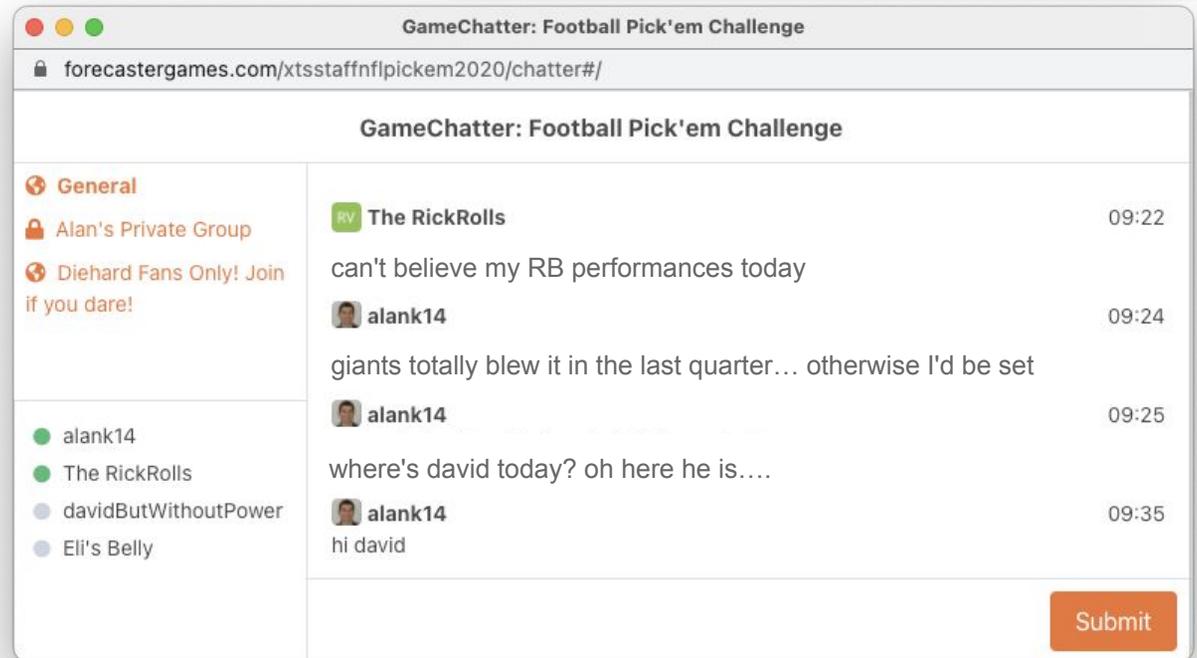
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Engage: Video Chat Links

Add URLs for your favorite Zoom, Google Hangout, Skype, Microsoft Teams, or other externally hosted video chatroom.

Convenient links open the video chats in new popup windows!

YOUR LOGO HERE

FOOTBALL PICK'EM CHALLENGE

PICKS   STANDINGS   RULES   COMMUNITY

VIDEO CHAT

GROUP NAME
Diehard Fans Only! Join if you dare!

VIDEO CHAT LINK
https://zoom.us/j/91458367494?pwd=QVM2QVlzSVZUS0x1MlhqcWx4QUlyZz0$

○ Public   ○ Private

CANCEL   SAVE

Add a Video Chat URL for your Group, or to the game as a whole.

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Engage: More Ways to Engage

Here are some additional engagement options:

- ### Add Celebrities
  - In the Manage:Users section, you can appoint any users (or yourself!) to be "Celebrities." Celebrity stats will always show up above the main Standings, giving users an interesting point of comparison. Celebrities can be actual celebrities, or can be key personnel, sales team reps, etc. - anyone your participants know or recognize. Be sure to ask them to upload a profile photo, or you can add that photo yourself. And most typically, you'll want to mark them as ineligible for prizes. Mention or include the Celebrities in your videos!

- ### Check Your Analytics
  - In the Manage:Analytics section, you'll find great data on how and when your game is put to use. See the bottom chart for a presentation of your most active game participants… and reach out to them throughout the season, since you know they are eagerly participating!

- ### Offer Great Prizes
  - People love prizes - 'nuff said.

- ### Reward Performance with Raffle Tickets
  - Our platform makes it easy for you to offer raffle tickets to those who win each Standings Period. For example: for each Period, you could offer 10 tickets for 1st Place, 5 tickets for 2nd, etc. - don't be stingy! They more tickets a participant earns over the course of the game, the better chance they'll have of winning Grand Prize Drawings. Nothing improves motivation like a shot at a Grand Prize!

- ### Customize the Registration Form
  - Come up with your own (optional) questions that participants can answer while they register, and use their responses to help develop your connection.

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Administration

Here you can manage your Credits and your Profile.

You can invite additional users from your company, and assign them roles.

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Administration: Credits

Click on the **Credits** link at the top of your dashboard, and you will directly enter the Credits section of your user profile.

You can also enter the Credits section by clicking on your account login name in the top corner. There are three pages relevant to Credits:

- View Credits: See the full history of how each of your used Credits were spent
- Add Credits: purchase new packages of Credits
- Payment Methods: Update your credit card information, and set up whether you want to be warned when you are low on Credits, or whether you want new Credits automatically purchased should your Credits run low.

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Administration: Professional Services

As described on our marketing pages, all online services are charged in terms of Credits.

Beyond the options offered online for each game, Forecaster Games offers optional professional services that can help you set up and manage the best possible game for your end-users. Contact us for pricing.

Graphic Design	Customize your login page, banners, interior page design, and other design elements. Includes one revision. Cost for additional promotional graphics or flyers vary, depending upon requests.
Prize Verification	Confirm eligibility of winners, and help facilitate questions about prize-claiming processes.
Gameplay Design	Devise questions, scoring system, timelines, and other revelevant gameplay factors, in order to create a custom game experience for your participants.
Custom Rules	Review and approve changes to our default rules that your business or legal teams would like to make.
Custom Score Updates	For custom games, we will manually update and validate the scores assigned to the various Picks options of your game.
Custom Services	Additional gameplay options not available "off the shelf," or new data sources.

As you customize and manage your game, you'll find lots of **Info Icons** that provide more documentation on each feature.

Contact our Support Team with additional questions! Just click **SUPPORT**, found in the Account menu in the top-right corner.

Administration: Your Profile

In your Profile, aside from the three pages devoted to Credits, you can also edit personal information related to your particular login. This includes which language you would like to use as your Default Language every time you log in to Forecaster Games.

As you customize and manage your game, you'll find lots of **Info Icons** that provide more documentation on each feature.

Contact our Support Team with additional questions! Just click **SUPPORT**, found in the Account menu in the top-right corner.

Administration: Your Company's Profile

On the "Company" page of your profile, you can add or edit information about your company as a whole. Much of this information was asked during your initial registration process.

Multiple usernames can be set up to Set Up or to Manage your account. The first person who registers for Forecaster Games is considered the "owner" of that account. The owner can invite other users to join them in setting up games and/or managing them.

We support two roles for users:

- Admin roles can do anything with games
- Manager roles can only use those features found in the "Manage" section.

Ownership of an account can also be transferred from user to another.

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KEEP IN TOUCH!

https://forecastergames.com/info#contact-us