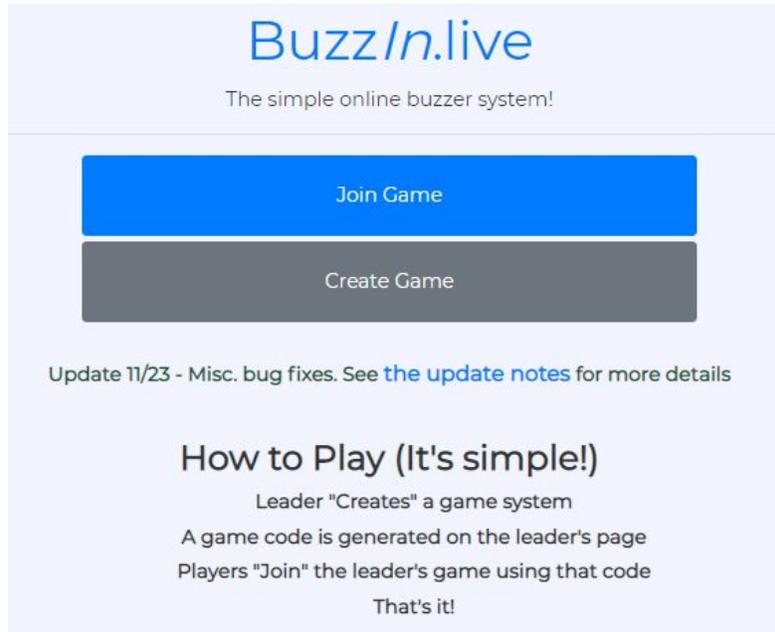
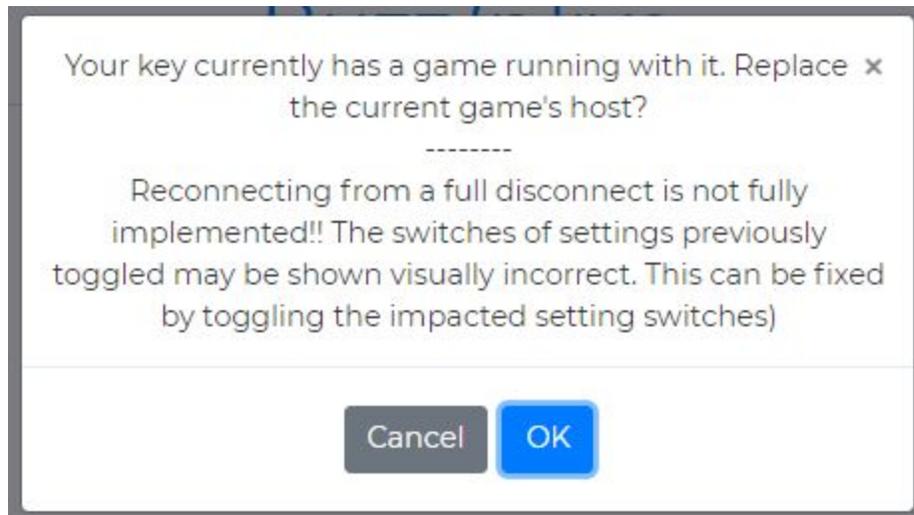


# How to Buzzin.live for KB Coaches

1. Head to <https://buzzin.live> and you will see this screen. Click on "Create Game". If it goes directly into a game, it probably saved the cookies from the last game you were using. If that is not the key you are trying to access, click on the "Buzzin.live" blue text to go to the home page and try again until you get the pop-up on #2.



2. If you see this pop-up on your screen, click "Cancel". It is because your internet browser recognizes that you have used a code before.



3. It will bring you to the Main Page for creating a game. Here, select "Use Key".

# BuzzIn.live

## Create Game

### Free Tier

- Buzzer System
- 8 Players
- Buzz Ordering
- Buzzer Locking
- Timer
- Latency Correction
- Ends When Host leaves

Create

### Premium Tier

- Everything from the free tier and...
- 200 Players
- Round Mode
- Teams
- Points
- Early buzzing penalties
- Several improved buzz sounds
- Join link for players
- Ends after 30 minutes of host missing (or key expires)
- Key can be used to create games (1 at a time) until expired

Use Key

## Need a Premium Key?

Reach out via the contact page for special pricing on batch orders.

1 Day Key

\$0.99

Buy

1 Week Key

\$1.99

Buy

1 Month Key

\$3.99

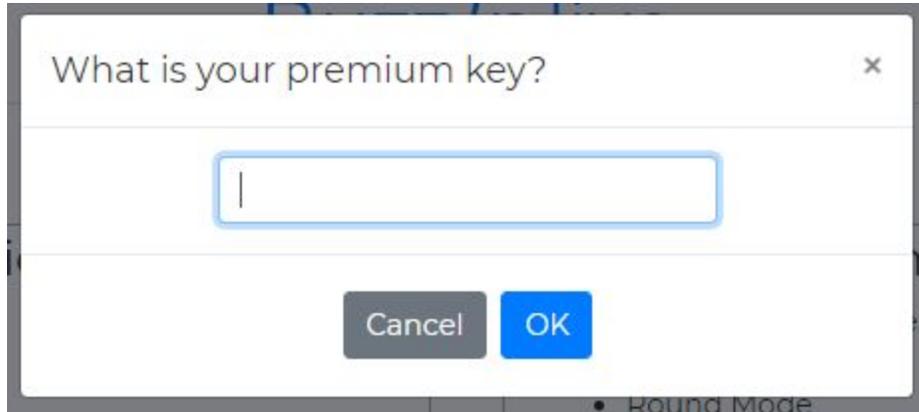
Buy

1 Year Key

\$19.99

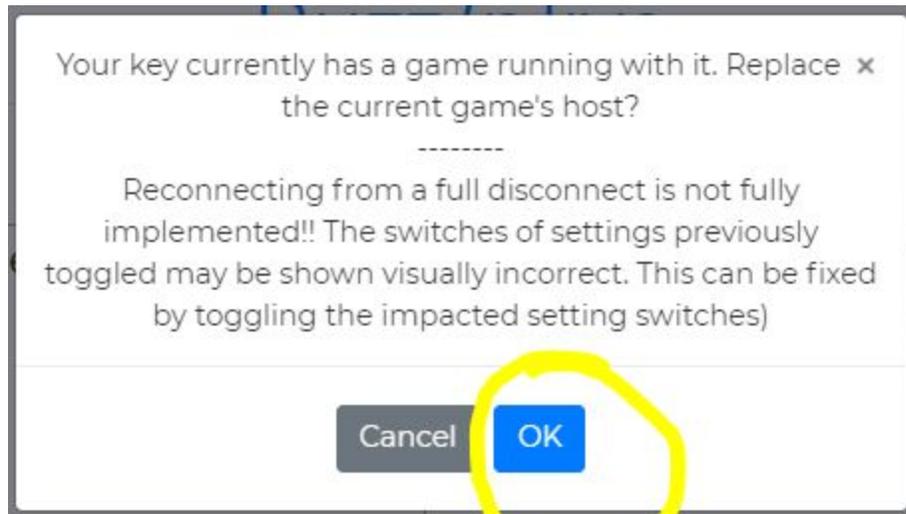
Buy

4. At this screen, you will type in the key that I assigned to your room on the Reader/Judge schedule and click "OK".



What is your premium key? ×

5. You will get the same pop-up again, but this time **CLICK "OK"**.



Your key currently has a game running with it. Replace ×  
the current game's host?

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Reconnecting from a full disconnect is not fully  
implemented!! The switches of settings previously  
toggled may be shown visually incorrect. This can be fixed  
by toggling the impacted setting switches)

Cancel **OK**

6. This will be the screen you will see during the round. Click "Add Team" at the bottom to create the teams for the players to join. Just like filling in a score sheet in person, all you need to do is type in the name of the teams that are in your room during that round. Click "OK" and do that for all 3 teams in the room.

BuzzIn.live Premium

Game Code: 440459 Settings

End Game

How To Info

10 s

Start Pause Reset

Clear Buzzers Toggle Lock

Spacebar also resets buzzers!

Players:

Player Limit: 200

Buzzed Players:

Not Buzzed Players:

Madi 0 No Team Assigned

Teams:

Add Team

What should the new team be called?

Cancel OK

7. **Players will not be allowed to see/join teams until you create them! Then the students will be able to join the teams on their own. After students join their team, you will see their name and team.**
8. **As soon as you finish reading the question or a player buzzes in, **START THE TIMER (10 seconds)**. Remember to reset it when another team is answering. After the timer runs out, the buzzers will turn yellow and LOCK. The students are able to see the timer and know how much time they have. The buzzer will make a noise when the time is up.**
9. **When players buzz in, it will show up under "*Buzzed Players*". On the Player's side, it will also show the order of buzzes.**
  - a. BuzzIn.Live accounts for each player's connection delay (up to a one second delay) in the ordering of the buzzes.
  - b. **Because of this you may notice buzzes reordering a split-second after they appear.**
10. **If a team answers correctly, you can select the + sign next to their name. After the question is done, **REMEMBER TO "CLEAR BUZZERS"** just like on a Pocket Box.**

Game Code: 408084

Settings ⚙️

End Game

How To Info ⓘ

0 s ⚙️

Start Pause Reset

Clear Buzzers

Toggle Lock 🔒

Spacebar also resets buzzers!

## Players:

Player Limit: 200

*Buzzed Players:*

🔇 1. Tyler E (-) 0 (+) Finn

*Not Buzzed Players:*

🔇 Madi (-) 0 (+) Oliver

## Teams:

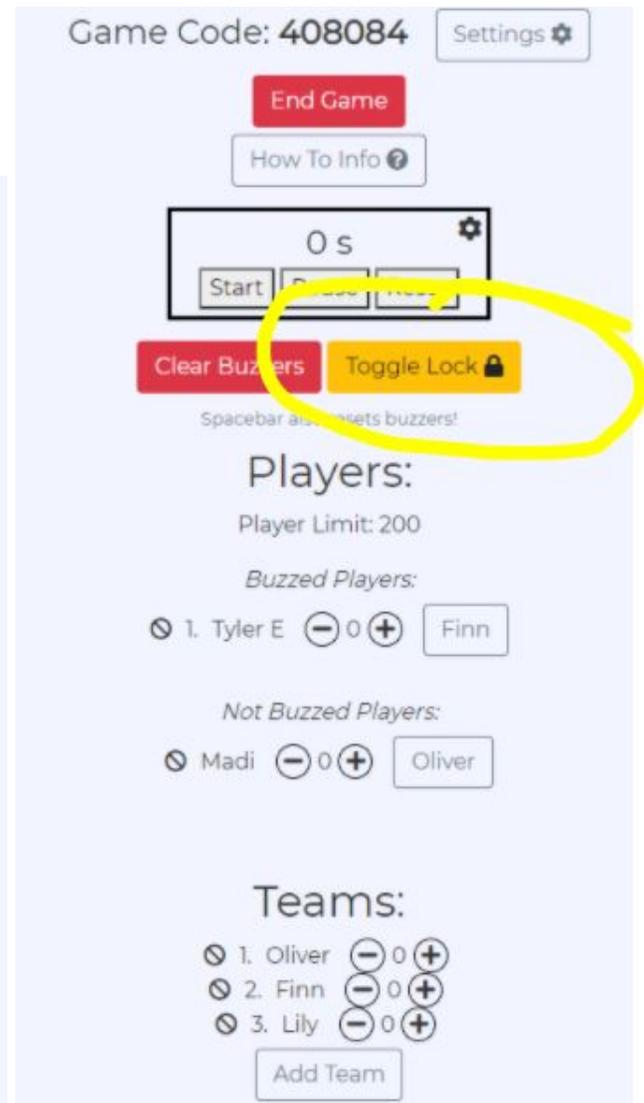
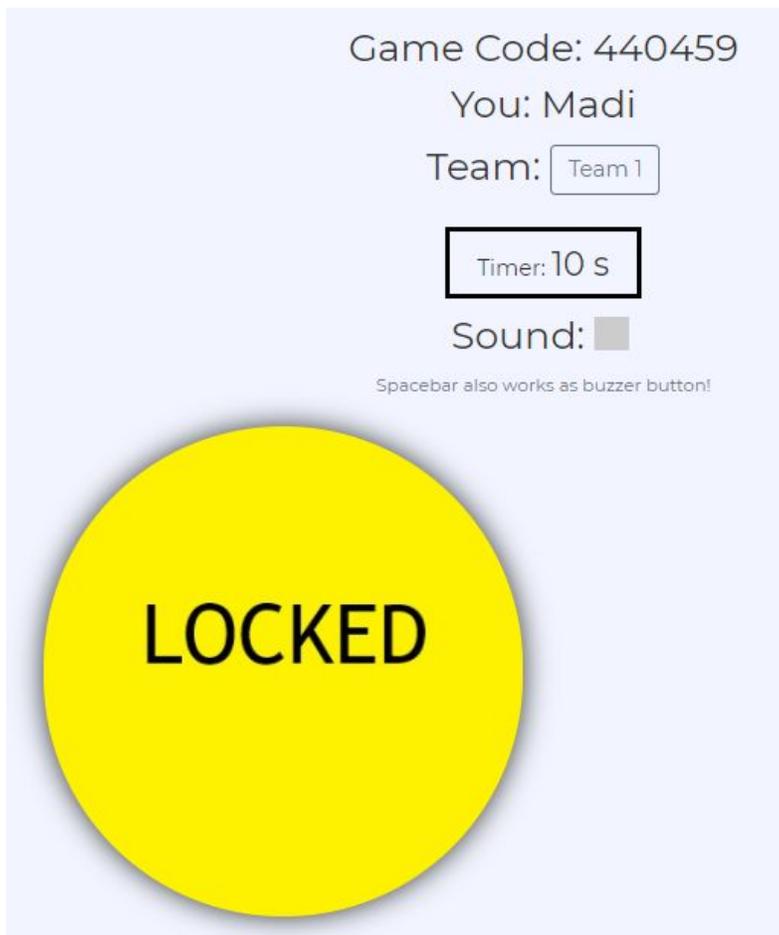
🔇 1. Oliver (-) 0 (+)

🔇 2. Finn (-) 0 (+)

🔇 3. Lily (-) 0 (+)

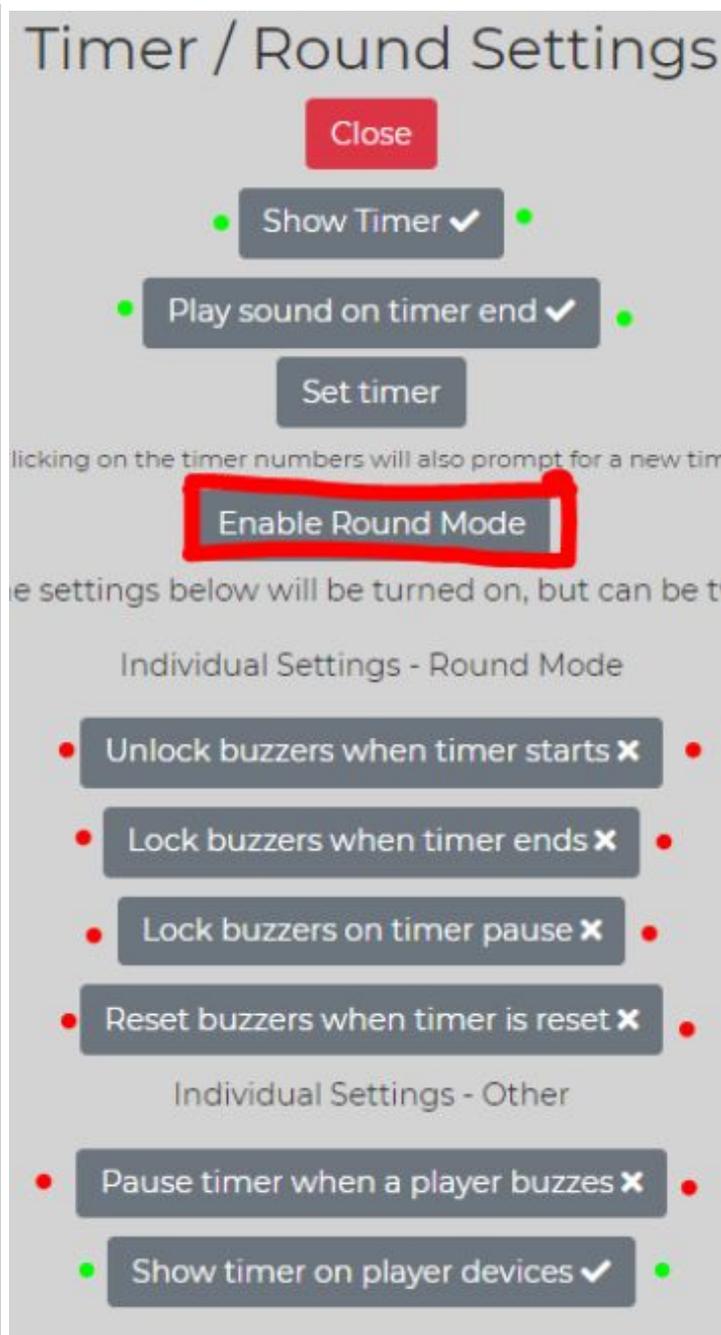
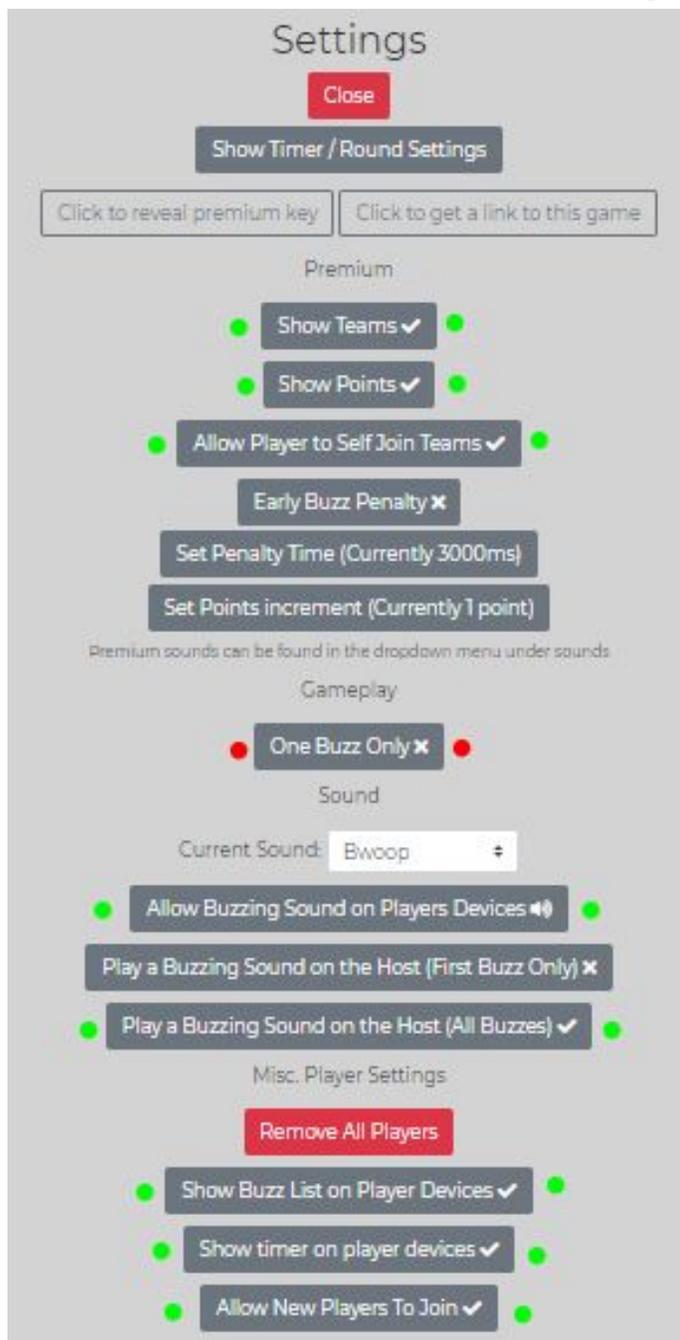
Add Team

11. If the players say that their buzzers are yellow and **LOCKED**, it means that you need to unlock the "Toggle Lock". The Toggle Lock should be **UNLOCKED** for the players to buzz in.



12. After the round is over, you can either click "End Game" or go to settings and click "Remove All Players" so that you can get ready for the next round.
13. If a wrong student is in your room, you can click on their name and remove them.
14. Disconnecting/Reconnecting - Devices (both players and host) will try to automatically reconnect if their connection fails. While a device is disconnected you will see "(Disconnected)" by the name. Players who manually reload or navigate away from the page will not be able to reconnect to their old player profile and will have to rejoin as a new player.
15. If a player accidentally added themselves to the wrong team, click on their team name next to their name and choose the correct team.

**Double check that these settings are correct before you start your round. (Green dots = ON, Red dots = OFF)  
Also, make sure that your timer is set to 10 seconds.**



**When "Enable Round Mode" is off, it will turn off all 5 of the individual settings below it.**