

SkillGames.live

A platform for online tournaments

[HTTPS://SKILLGAMES.LIVE](https://skillgames.live)

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Chapter 1

Preface

So I was interested in playing online games – and why not make money with it? I came across a variety of types of games to be played online. After an initial boost, soon there came the frustrating part of it: most of the games cannot be used to make money; and with so many others, the games relied on so-called "luck", on rolling dice, or on cards - when the "right card" never shows up. As a result, not only did I lose many games, but also some money. That was not what I had in mind.

As my interest in online games and especially online tournaments was still there, being a software developer, I was searching for a way to offer these tournaments myself. I wanted to offer an honest way to make money through online games. I especially wanted to avoid these often devastating experiences of training hard and playing well – but still losing. All just because "I did not get the right dice" or "My opponent got the only card that would beat my hand at the river (poker)." By "an honest way to make money through online games" I basically mean that you should be able

to practice, improve and then go on to be successful. Just like in real life. Simply put: If you are good, you should also win.

Then, several years ago, when my mother was recovering from a stroke, she would use computer programs to re-train her mind that had suffered slight damage. These computer programs gave me inspiration for what to do! The result, after many years of developing the software and refining it, is a collection of online games and tournaments that work similar to online chess (although the games are much easier than chess!): you can either play by yourself - or against online opponents. And you can do so casually (without money), or by giving a small starting fee for a tournament – and hopefully winning the big prize money!

One more advantage of playing the games on our site is that, just like with my mom, they will train your brain also. They will improve your mind. They will boost your thinking. They will speed up your reaction time. They will help you to make correct decisions. Through all of this, you will not just win games and money, but the quality of your life will improve!

I hope that this is what you get by playing on our site. Skill-Games.live is a PWA (progressive app), so we recommend you install it, whether on a PC, laptop, tablet or on your favorite cell phone. Registration is free, and for many users the fun starts when they are playing not just by themselves, but live against (many!) others. Enjoy, improve, and win your tournaments!

Chapter 2

Rules for Games / Tournaments

There are 2 groups of games / tournaments:

1. games where all players play concurrently (with an arbitrary number of players) and
2. games where the players play alternately (this, of course, is only possible for exactly 2 players).

In every game, players need to solve a task. These tasks have different difficulty levels. Some are very easy, some more advanced.

The player who solves a task correctly, gets 1 point. If it is wrong, all the other players get 1 point. If more players have the correct solution, the fastest one gets 1 point.

For each game, a countdown clock is running. Anyone running out of time, loses. (Therefore, it is possible that all players lose.)

There is a minimum number of points to win the game. Whoever gets to this number of points first, wins the whole game / tournament. If several players have reached the number of points to win, all the other players get eliminated, and the first group of players plays on until only 1 player has the highest number of points.

Example 1:

There are 3 players: A, B and C.
The number of points to win is 4.

Round 1: A solves correctly. The standings are A:1, B:0, C:0.

Round 2: B solves correctly. The standings are A:1, B:1, C:0.

Round 3: C solves incorrectly. The standings are A:2, B:2, C:0.

Round 4: B solves incorrectly. The standings are A:3, B:2, C:1.

Round 5: B solves correctly. The standings are A:3, B:3, C:1.

Round 6: C solves incorrectly. The standings are A:4, B:4, C:1.

A and B have reached the number of points to win, but there is still a tie. C gets eliminated, while A and B play on.

Round 7: A solves correctly. The standings are A:5, B:4.

A wins the game and the prize money (for cash games or cash tournaments).

Example 2:

There are 3 players: A, B and C.
The number of points to win is 2.

Round 1: A runs out of time and gets eliminated. The stand-

ings are B:1, C:1.

Round 2: B solves correctly. The standings are B:2, C:1.

B wins the game and the prize money.

Example 3:

There are 3 players: A, B and C, playing concurrently.

The number of points to win is 2.

Round 1: A solves correctly. The standings are A:1, B:0, C:0.

Round 2: A runs out of time and gets eliminated. But because all players play concurrently, B and C necessarily also run out of time! Therefore, all 3 players are eliminated.

Example 4:

There are 4 players: A, B, C and D.

The number of points to win is 5.

Rounds 1 - 5: D continually makes mistakes and loses the first 5 rounds. The standings are A:5, B:5, C:5, D:0.

Since 5 is the number of points to win the game, D gets eliminated (not so during the first 4 rounds when D made a mistake); A, B and C play on.

Chapter 3

Description of Games

3.1 Game: Area7



The playing field shows an empty area. Two players build their area by placing their color on either a line or a bar. By placing a color, they try to surround an area. Whoever has more areas, wins! A draw is possible.

Type of game: alternately.

Number of points to win: 1

Countdown timer: 15 seconds per round.

3.2 Game: Balls



The playing field shows a number of colored balls. Below them are 6 numbers. The task is to select the right number of colored balls from the 6 possible numbers below.

Type of game: concurrently.

Number of points to win: 5

Countdown timer: 30 seconds per round.

3.3 Game: Calculate



The playing field shows numbers, but written as text. The task is to add up all the numbers and give the right sum, in the fastest way.

Type of game: concurrently.

Number of points to win: 5

Countdown timer: 3 minutes per round.

3.4 Game: Double



The playing field shows numbers - and only one of them appears two times. The task is to identify this number, in the fastest way.

Type of game: concurrently.

Number of points to win: 5

Countdown timer: 30 seconds per round.

3.5 Game: Five in a row

o o o o o



At the start, the playing field is empty. The players can place their colors by pressing the buttons A - I. The object of the game is to place 5 pieces in a row: horizontally, vertically or diagonally.

Type of game: alternately.

Number of points to win: 1

Countdown timer: 25 seconds per players.

3.6 Game: Four in a row



At the start, the playing field is empty. The players can place their colors by pressing the buttons A - G. The object of the game is to place 4 pieces in a row: horizontally, vertically or diagonally.

Type of game: alternately.

Number of points to win: 1

Countdown timer: 25 seconds per players.

3.7 Game: Get them



Guess the right letters to build the correct sentence(s). Only 3 misses are allowed.

Type of game: concurrently.

Number of points to win: 5

Countdown timer: 3 minutes per round.

3.8 Game: Letters



The playing field shows the letters of a first name in scrambled form. The goal is to re-order the letters and write them down to form the correct first name!

Type of game: concurrently.

Number of points to win: 3

Countdown timer: 5 minutes per round.

3.9 Game: Mastermind



Players can choose from six colors and place four of them into slots. They do so by selecting the colors first, and then the slot. The goal is to guess the correct colors, and in the correct order. No color should occur more than once!

Type of game: concurrently.

Number of points to win: 2

Countdown timer: 3 minutes per round.

3.10 Game: Move 9



The goal of the game is to sort the colored balls so that, from top to bottom, the rows are filled with RED - YELLOW - BLUE balls!

Type of game: concurrently.

Number of points to win: 1

Countdown timer: 3 minutes.

3.11 Game: Move 16



The goal of the game is to sort the colored balls so that, from top to bottom, the rows are filled with RED - YELLOW - BLUE - GREEN balls!

Type of game: concurrently.

Number of points to win: 1

Countdown timer: 3 minutes.

3.12 Game: Move 25



The goal of the game is to sort the colored balls so that, from top to bottom, the rows are filled with RED - YELLOW - BLUE - GREEN - BLACK balls!

Type of game: concurrently.

Number of points to win: 1

Countdown timer: 3 minutes.

3.13 Game: Pictures



In the playing field, many pictures are shown. The task to solve is to point out which picture is exactly equal to the very first one at the top, in the fastest possible time!

Type of game: concurrently.

Number of points to win: 5

Countdown timer: 30 seconds per round.

3.14 Game: Proverbs



The playing field shows a number of words in a mixed form. The goal is to sort the words to form the right sentence(s).

Type of game: concurrently.

Number of points to win: 3 (for tournaments: 5)

Countdown timer: 3 minutes per round.

3.15 Game: Puzzle



A puzzle is shown on the playing field. The goal is to solve the puzzle correctly.

Type of game: concurrently.

Number of points to win: 1 (for tournaments: 2)

Countdown timer: 4 minutes per round.

3.16 Game: Tower



The playing field shows 7 disks stacked onto each other, ordered by size, on the left side. The object of the game is to move all the disks over to the right side. But it is not allowed to place a larger disk onto a smaller disk!

Type of game: concurrently.

Number of points to win: 1

Countdown timer: 10 minutes.

Chapter 4

Prize Money

The prize money for games and tournaments is determined by multiplying your entry fee with a factor.

$$\text{Prize Money} = \text{Entry Fee} * \text{factor}$$

This factor differs for games and tournaments, and according to the number of players in a tournament.

4.1 Prize money for games

Games can be played for up to 5 players. The winner gets prize money.

For 1 player, obviously there is no entry fee and no prize money.

4.1.1 2 players

For 2 players, the factor is 1.40.

Example:

Entry Fee = 1.00	⇒	Prize Money = 1.40
Entry Fee = 5.00	⇒	Prize Money = 7.00
Entry Fee = 10.00	⇒	Prize Money = 14.00

4.1.2 3 players

For 3 players, the factor is 1.80.

Example:

Entry Fee = 1.00	⇒	Prize Money = 1.80
Entry Fee = 5.00	⇒	Prize Money = 9.00
Entry Fee = 10.00	⇒	Prize Money = 18.00

4.1.3 4 players

For 4 players, the factor is 2.40.

Example:

Entry Fee = 1.00	⇒	Prize Money = 2.40
Entry Fee = 5.00	⇒	Prize Money = 12.00
Entry Fee = 10.00	⇒	Prize Money = 24.00

4.1.4 5 players

For 5 players, the factor is 3.00.

Example:

Entry Fee = 1.00	⇒	Prize Money = 3.00
Entry Fee = 5.00	⇒	Prize Money = 15.00
Entry Fee = 10.00	⇒	Prize Money = 30.00

4.2 Prize money for tournaments

The prize money is determined by multiplying the entry fee with a factor. How large this factor is depends on the number of players in that tournament. The higher the number of participants, the higher the factor, and the higher the prize money.

4.2.1 If the number of players is from 3 to 10:

First Place: Factor: 2.50

Example:

The winner of a tournament with entry fee 1.00 gets 2.50.

The winner of a tournament with entry fee 5.00 gets 12.50.

The winner of a tournament with entry fee 10.00 gets 25.00.

4.2.2 If the number of players is from 11 to 20:

First Place: Factor: 3.00

Second Place: Factor: 2.00

Third Place: Factor: 1.00

Example:

The winner of a tournament with entry fee 1.00 gets 3.00.

The prize money for the second place is 2.00.

The prize money for the third place is 1.00.

The winner of a tournament with entry fee 5.00 gets 15.00.

The prize money for the second place is 10.00.

The prize money for the third place is 5.00.

The winner of a tournament with entry fee 10.00 gets 30.00.

The prize money for the second place is 20.00.

The prize money for the third place is 10.00.

4.2.3 If the number of players is from 21 to 30:

First Place: Factor: 3.50

Second Place: Factor: 2.50

Third Place: Factor: 1.50

Example:

The winner of a tournament with entry fee 1.00 gets 3.50.

The prize money for the second place is 2.50.

The prize money for the third place is 1.50.

The winner of a tournament with entry fee 5.00 gets 17.50.

The prize money for the second place is 12.50.

The prize money for the third place is 7.50.

The winner of a tournament with entry fee 10.00 gets 35.00.

The prize money for the second place is 25.00.

The prize money for the third place is 15.00.

4.2.4 If the number of players is from 31 to 40:

First Place: Factor: 4.00

Second Place: Factor: 3.00

Third Place: Factor: 2.00

Fourth Place: Factor: 1.50

Example:

The winner of a tournament with entry fee 1.00 gets 4.00.

The prize money for the second place is 3.00.

The prize money for the third place is 2.00.

The prize money for the fourth place is 1.50.

The winner of a tournament with entry fee 5.00 gets 20.00.

The prize money for the second place is 15.00.

The prize money for the third place is 10.00.

The prize money for the fourth place is 7.50.

The winner of a tournament with entry fee 10.00 gets 40.00.

The prize money for the second place is 30.00.

The prize money for the third place is 20.00.

The prize money for the fourth place is 15.00.

4.2.5 If the number of players is from 41 to 50:

First Place: Factor: 4.50

Second Place: Factor: 3.50

Third Place: Factor: 2.50

Fourth Place: Factor: 2.00

Fifth Place: Factor: 1.50

Example:

The winner of a tournament with entry fee 1.00 gets 4.50.

The prize money for the second place is 3.50.

The prize money for the third place is 2.50.

The prize money for the fourth place is 2.00.

The prize money for the fifth place is 1.50.

The winner of a tournament with entry fee 5.00 gets 22.50.

The prize money for the second place is 17.50.

The prize money for the third place is 12.50.

The prize money for the fourth place is 10.00.

The prize money for the fifth place is 7.50.

The winner of a tournament with entry fee 10.00 gets 45.00.

The prize money for the second place is 35.00.

The prize money for the third place is 25.00.

The prize money for the fourth place is 20.00.

The prize money for the fifth place is 15.00.

4.2.6 If the number of players is more then 50:

First Place: Factor: 5.00

Second Place: Factor: 4.00

Third Place: Factor: 3.00

Fourth Place: Factor: 2.50

Fifth Place: Factor: 2.00

Example:

The winner of a tournament with entry fee 10.00 gets 5.00.

The prize money for the second place is 4.00.

The prize money for the third place is 3.00.

The prize money for the fourth place is 2.50.

The prize money for the fifth place is 2.00.

The winner of a tournament with entry fee 5.00 gets 25.00.

The prize money for the second place is 20.00.

The prize money for the third place is 15.00.

The prize money for the fourth place is 12.50.

The prize money for the fifth place is 10.00.

The winner of a tournament with entry fee 10.00 gets 50.00.

The prize money for the second place is 40.00.

The prize money for the third place is 30.00.

The prize money for the fourth place is 25.00.

The prize money for the fifth place is 20.00.

Chapter 5

Starting Games



Following is a short description of how to play games / tournaments.

Every logged in player can play both games and tournaments.

On the start page, a player can choose a game according to the number of players, or according to the game's name.

For every game and tournament, there are a number of rooms. In each room, exactly one game is played. By selecting a game and an entry fee (0.00 for casual games), a player enters a room.

Example 1:

By selecting "2 players" from the start page, and then selecting "Move 9" with entry fee "0.00", a player enters a room for this specific game. Since it is a game for 2 players, there is a short wait until another player enters the room. As soon as another player enters the room, the game begins automatically.

Example 2:

By selecting "Double" from the start page, and then selecting "3 players" with entry fee "1.00", a player enters a room for this specific game. Since it is a game for 3 players, there is a short wait until 2 other players enter the room. As soon as 2 other players enter the room, the game begins automatically.

Example 3:

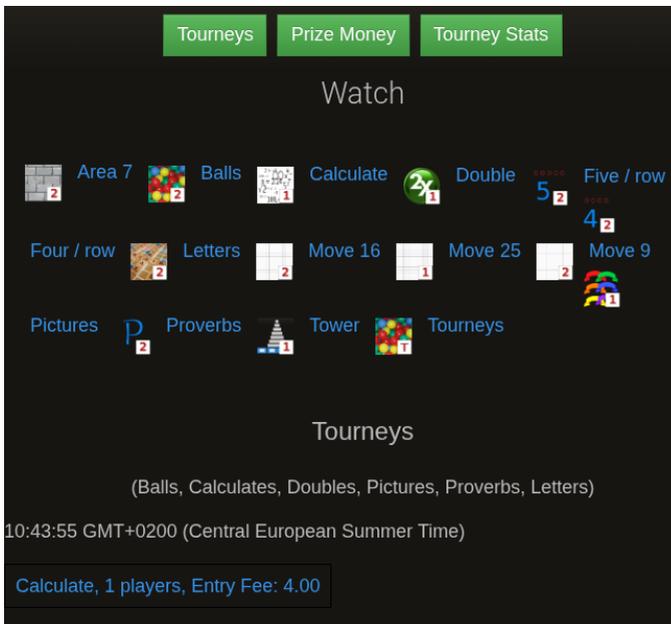
By selecting "1 player" from the start page, and then selecting "Balls", a player enters a room for this specific game. Since it is a game for only 1 player, the game begins immediately.

Example 4:

By selecting "Tournaments" from the start page, a player enters the tournament area. When a specific tournament (with the starting time listed) is selected, there is a countdown until the start of the tournament. At the starting time, the tournament begins automatically.

Chapter 6

Watching Games / Tournaments



Every logged-in player can watch both games and tournaments.

To watch a game, please go to the menu "MISC" and select "Watch".

It is then possible to choose which game(s) to watch.

Example:

By selecting "Letters" from the list, all the currently active games for "Letters" will be displayed. That includes all games with 1 player, 2 players, 3 players, 4 players and 5 players. Selecting one of the listed games will open the viewer's page for that game.

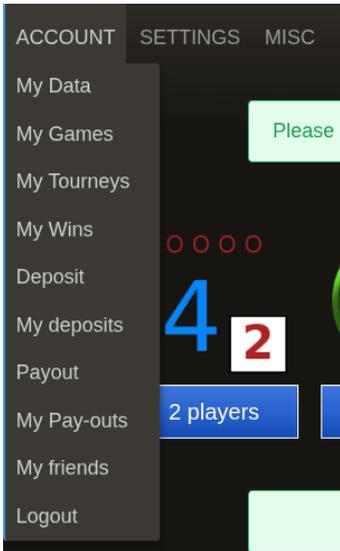
To watch a tournament, please go to the menu "MISC" and select "Watch".

By selecting "Tourneys" from the list, all the currently active tournament will be displayed. The name of the game is listed, along with the number of players and the entry fee. Selecting one of the listed tournaments will open the viewer's page for that tournament.

Chapter 7

The Menus

Menu "ACCOUNT":



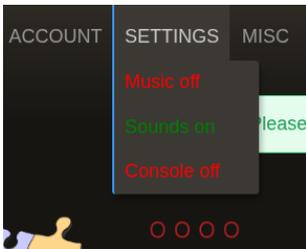
This menu is only active when a user is logged in.

1. "My Data" shows the user account area. Sub-menus include: Settings, Deposit, Change password, Change picture and

Rating.

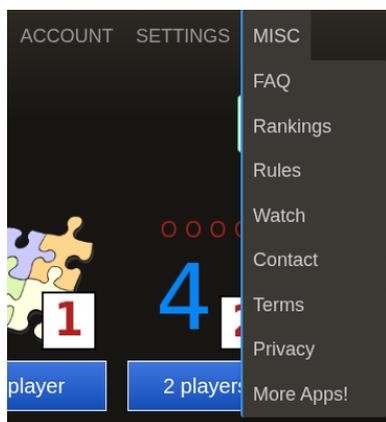
2. "My Games" gives a list of the last 25 games played by the logged-in user.
3. "My Tourneys" gives a list of the last 25 tournaments played by the logged-in user.
4. "My Wins" displays the win/loose statistics for the logged-in user.
5. "Deposit": the page to deposit cash into the user's account balance.
6. "My deposits": an overview of the user's deposits.
7. "Payout": the page for requesting a pay-out.
8. "My payouts": an overview of the user's pay-outs.
9. "My friends": a list of friends (by the user's choice), with the possibility to edit this list.
10. "Logout": logs a user out (just like the link in the top right corner of the start page).

Menu "SETTINGS":



1. Music on / off: turns the background music during play on or off.
2. Sounds on / off: turns the background sounds during play on or off.
3. Console on / off: turns the console on or off (for details on the console please see below).

Menu "MISC":



1. FAQ: a link to our page of frequently asked questions
2. Rankings: an overview of the rankings, grouped by game (please see below for more info on rankings)
3. Rules: an overview of all the games, including the general and specific rules
4. Watch: the area to watch games / tournaments
5. Contact: a link to the Contact Page

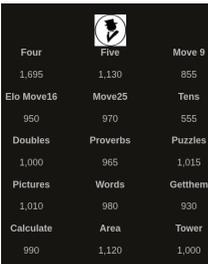
6. Terms: a link to our Terms and Conditions
7. Privacy: a link to the page explaining our Privacy Policy
8. More Apps!: a link to more apps of the same software developer

Chapter 8

Rating and Rankings

8.1 Ratings

For every game, we offer a rating system. It is a number indicating the strength of that user for a certain game.



The screenshot shows a user's rating system interface. At the top, there is a profile picture of a person with a black silhouette. Below the profile picture, there is a grid of games and their corresponding ratings. The games are arranged in three columns and seven rows. The ratings are displayed as numbers.

Four	Five	Move 9
1,695	1,130	855
Elo Move16	Move25	Tens
950	970	555
Doubles	Proverbs	Puzzles
1,000	965	1,015
Pictures	Words	Getthem
1,010	980	930
Calculate	Area	Tower
990	1,120	1,000

A new user starts with a rating of 1,000 rating points for each game. For every win, 5 rating points are added to the user's rating. For every loss, 5 rating points are subtracted from the user's rating. The user's ratings can be viewed by selecting "Account", then "My Data", then "Rating".

8.2 Rankings

For every game, there is a ranking table. In it, the users with the highest rating for that specific game are listed.

Casual games do not count for a user's rating, only cash games / tournaments.

Tournaments count for ratings according to the specific game.

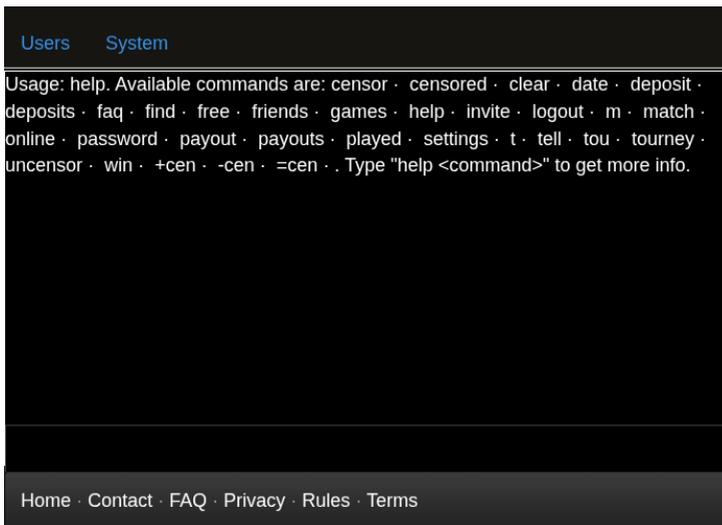
The rankings table can be accessed by selecting "Rankings" from the "MISC" menu.

Chapter 9

The Console

The console is a text tool to navigate through SkillGames.live.

It is very practical on big screens and can be turned on or off by selecting "Console" in the menu "SETTINGS".



The console has 2 tabs:

1. Users
2. System

The "Users" tab lists friends who are available to play. Selecting them give the possibility to invite them to a game.

The "System" tab is for entering commands.

Available commands are:

1. '+cen', 'censor': Usage: censor (or +cen) <nickname>. Censor another player. A user censoring someone will not receive their tells. The standard setting is to receive all tells.
2. '-cen', 'uncensor': Usage: uncensor (or -cen) <nickname>. Uncensor another player. A user uncensoring someone will receive their tells. The standard setting is to receive all tells.
3. '=cen', 'censored': Usage: censored (or =cen). List all players that a user has censored.
4. 'clear': Usage: clear. Clears the console.
5. 'date': Usage: date. Display the current date and time.
6. 'deposit': Usage: deposit. Make a deposit to the user's account.
7. 'deposits': Usage: deposits. Display which deposits the user has made.

8. 'faq': Usage: faq. Display frequently asked questions, and the answers.
9. 'find': Usage: find. Finds and displays users, with the possibility of adding them as friends.
10. 'free': Usage: free. Lists free players that are ready to play.
11. 'friends': Usage: friends. Show a list of the user's friends.
12. 'games': Usage: games. Display the list of games.
13. 'help': Usage: help [command]. Display help for specific commands.
14. 'logout': Usage: logout. Log out of SkillGames.live.
15. 'match', 'm': Usage: match <nickname> <game> <entry fee>. Challenge a player for a specific game and entry fee. Valid games are: area, balls, calculate, doubles, four, five, getthem, letters, mastermind, move9, move16, move25, pictures, proverbs, puzzles, tower.
16. 'online': Usage: online. Shows who is online.
17. 'password': Usage: password. Change the user's password.
18. 'payout': Usage: payout. Issues a request for payout from the user's account to the user's bank account.
19. 'payouts': Usage: payouts. Display which payouts the user has made.
20. 'played': Usage: played. An overview of the user's games.

21. 'settings', 'edit': Usage: setting or edit. Display or change the user's account settings.
22. 'tell', 't': Usage: tell <nickname> <message>. Sends a message to another player (by their nickname).
23. 'tou', 'tourney': Usage: tourney. Show available tourneys.
24. 'win': Usage: win. Shows the user's wins in cash-games (will be active soon).

Typing "help <command>" displays info for that command.