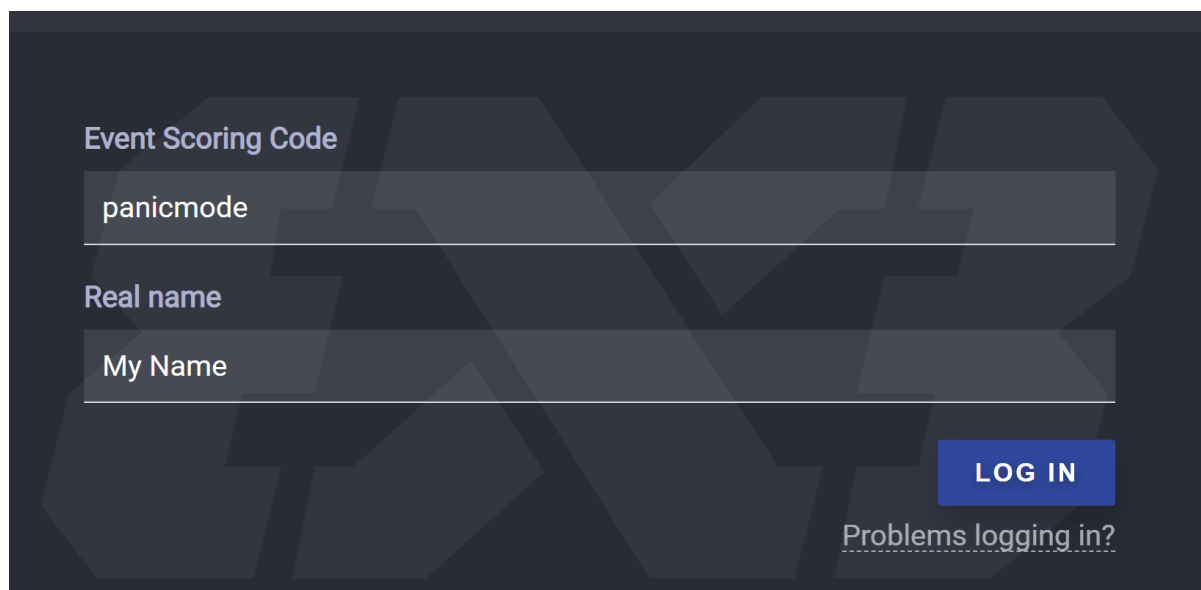


Panic Mode Export Guide

For each game that was scored in panicmode:

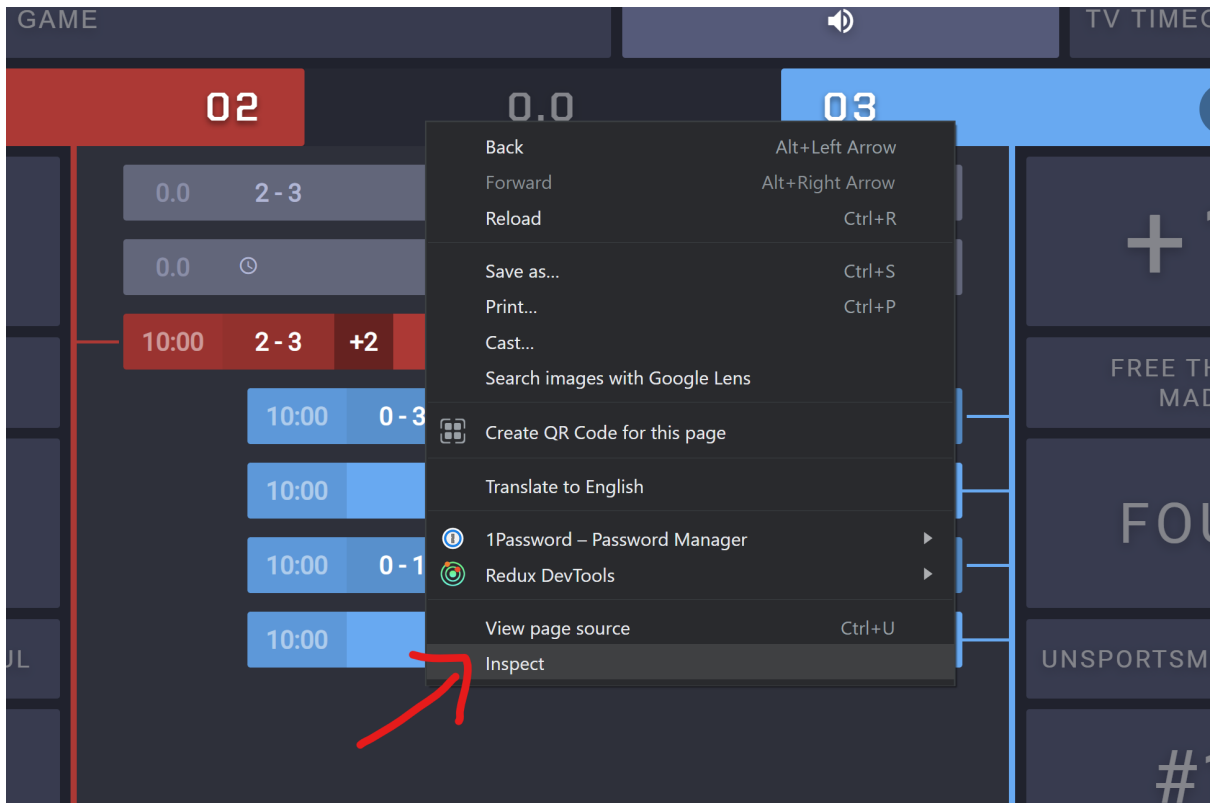
1. Sign into Scores using the `panicmode` ESC and the same user name that was used to Score the games in panicmode.



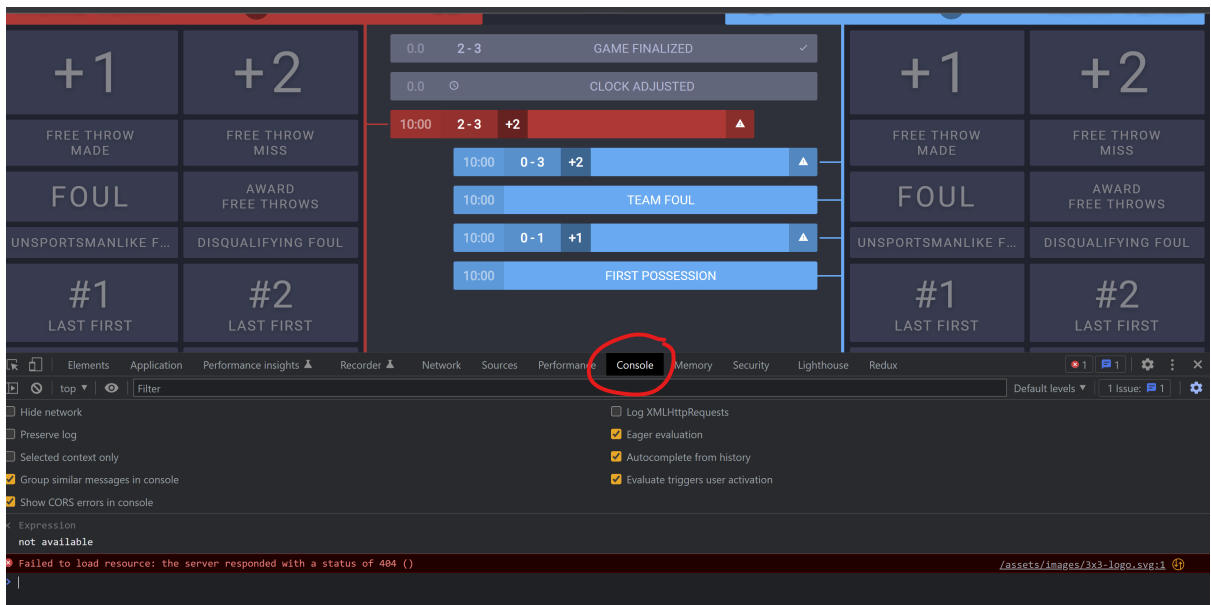
2. Navigate to the game that was scored in panic mode



3. Right-click on the page, and click 'Inspect' - this will open the Chrome Dev tools.



4. In the top bar of the Dev Tools, click the "Console" tab.



5. This will open the browser console. In the console, copy & paste the following code then press 'enter'. As sometimes hard to copy code from a PDF, this same code is included in the file 'panic-export-script.txt' in the same directory as this PDF.

```

(function(console){
  console.save = function(data, filename){
    if(!data) {
      console.error('Console.save: No data')
      return;
    }

    if(!filename) filename = 'export.json'

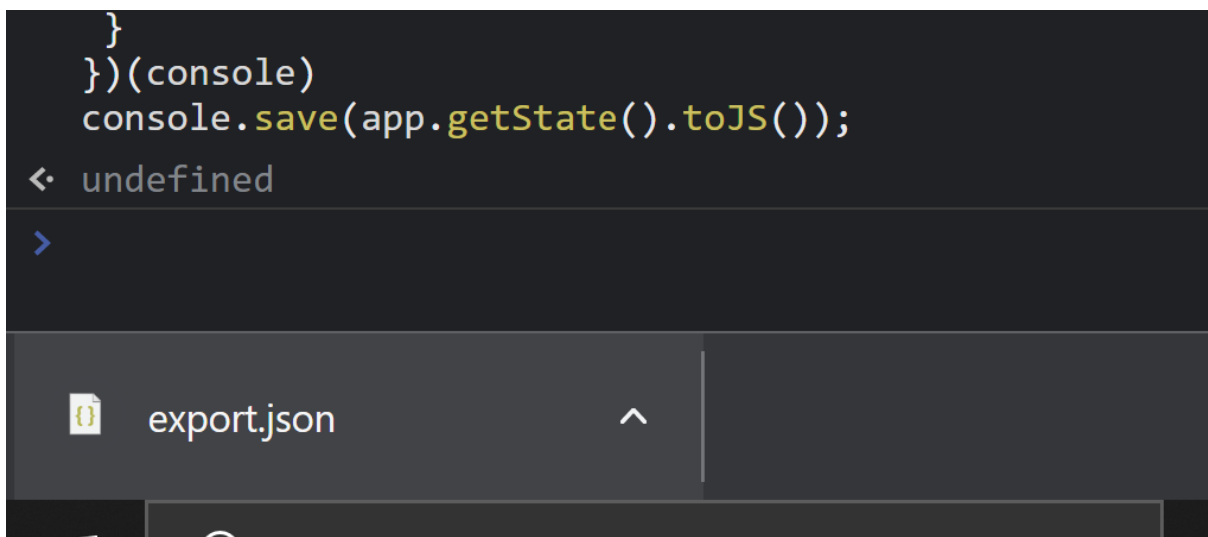
    if(typeof data === "object"){
      data = JSON.stringify(data, undefined, 4)
    }

    var blob = new Blob([data], {type: 'text/json'}),
        e     = document.createEvent('MouseEvents'),
        a     = document.createElement('a')

    a.download = filename
    a.href = window.URL.createObjectURL(blob)
    a.dataset.downloadurl = ['text/json', a.download, a.href].join(':')
    e.initMouseEvent('click', true, false, window, 0, 0, 0, 0, 0, false, false, false,
false, 0, null)
    a.dispatchEvent(e)
  }
})(console)
console.save(app.getState().toJS());

```

6. A file called `export.json` will be downloaded from the browser. Send this export to the team who will upload the data to EM.



7. Repeat the above step for *each* game that was scored in panicmode.