

# All Play

## Get Wired For This

Two Similar But Different Game Shows  
More Involvement = More Fun

Corporate & College  
Version

### How Many Can Play ? Essentially... All Of Them

The biggest question that event planners ask us is "how many participants can get involved at once"? When we planned these programs, we set out to get as many (an entire group) if possible on stage and involved. And that's what we did.

Up to **sixty buzzers** (divided in Play Pens, at tables or from special seating) of contestants are "wired" to our computer system. Each controller has five buttons. Contestants will get a chance to answer questions projected on the screen as our computer keeps track of individual controllers and up to six teams. It is sort of like the *Millionaire* "Fastest Finger" round, except that all contestants get to buzz in and Regis gets to stay home.



Above: **Friendly Face Off** final game. People in audience watch video screen with remote controls.



**Above:** Questions (All Play are shown on screen with all possible options. Computer provides immediate feedback to the players' success.

### How The Games Work

#### Corporate and College Activities

**All Play and Get Wired For This** are very similar in format, however, their scoring is different. In **All Play**, up to sixty buzzers work in up to six teams to get points. In **Get Wired For This**, the buzzers all work against each other. We can also add different types of questions, including surveys.

#### All Play

This game can be set up in different ways. One way is to keep the buzzers at various "play pens" on a stage area. This facilitates rotating involvement of the participants in quicker fashion. Each of these "play pens" which consist of tables and skirts that are scattered in the front of the room.

We will divide the room into four or six teams. Each team will send up an equal number of contestants to play the game. Games will last about ten minutes. At the end of the game, we can play a **Friendly Face Off Challenge** to

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part of the wizardry of



determined the smartest of the winning team. This process is repeated two to three more times in an hour. Each member of the audience is encouraged to cheer on the their team that they are divided into.

**Get Wired For This** is set up a little different. We have up to sixty buzzers and can get you more (at an additional fee). The buzzers are put in the audience. Sometimes 2 or 3 people share a buzzer.

We fire questions concerning anything or everything—all multiple choice. After everyone answers, we show the correct answer and how many people answered a question. Every ten questions, we will show the standings — who is in first through tenth place. At the end of the game we can bring the top two scorers plus some wildcard players for a high speed **Mini Trivia Blitz** game. The winner of this round will be noted as we play an entirely new game. During this game we will find two more winners plus two wildcard (players picked by the computer. There will be a final speed round with the two winners plus two more wild cards. This keeps everyone in the running to win.

A great idea would be to add our cash machine for a nominal fee. The grand prize winner could step into the cash machine to win a piece of cash. This program combines easily with Triple Ballistic Bingo since the set up



**Above:** Stage “Play Pens” and video screens. Formats vary by event. **Mini Trivia Blitz** showing three podiums.

**Right:** *All Play / Get Wired For This* wireless controller. So simple, even anyone can



### What We Provide

- ☺ Thirty to Sixty wireless transmitters
- ☺ Computer and receiver
- ☺ Video Projector and Screen (size determined by event)
- ☺ Sound system including wireless mic for emcee, fold back monitor for contestants, mixer, CD Players
- ☺ Ambient Stage lights (intelligent lights are optional)
- ☺ Colored pipe and drape backdrop
- ☺ 2– 6 Play Pens / Tables / Skirting (if needed)
- ☺ All material (unless client would like to provide it)
- ☺ All pre event coordination, trucking, load in, load out, and set up
- ☺ Professional emcee and sound technician
- ☺ Host Podium
- ☺ Optional **Mini Trivia Blitz System** or **Friendly Face Off** system

### Options you may Provide

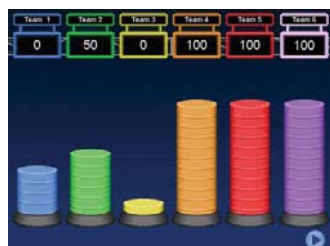
- ☺ Logo sign for emcee podium or backdrop
- ☺ Prizes and or audience premiums
- ☺ List of contestants
- ☺ List of promotional announcements

### Site needs to provide

- ☺ 2 20-amp circuits
- ☺ Stage area: 36 feet wide by 20 feet deep minimum



**Above:** Sample screen shots from new **Get Wired For This**. (Note: they were not actually taken when the program was running with buzzers so they are missing some data here). **Below:** Computer immediately feeds back (**All Play**) on how two to six teams are doing and how the percentage of how their team answer correctly. The system



**Producers Note:** *All Play* very popular event because of the amount of participation it provides for, it's simplicity, and the teamwork it encourages. **Get Wired For This** is now in production and is already a hit. However, the rhythm, the energy, and format of the program are much different than some other stage game shows, including our own **Interactive Trivia Blitz**.