

Do Something

This game constantly being updated and improved.

Let's Have Some Fun !!

When was the last time you "did something" in a game show ? Many of the new TV game shows like "Fear Factor", "Double Dare", "Survivor" and even "Guerros Los Sexos" on Spanish TV have players taking on challenges to get points. Seeing that many of those shows are filmed in scenarios where there can be serious liability, we sought out to simplify our challenges leaving out the danger, but keeping the excitement.

Game Show Gurus is constantly creating game shows and this one is no exception. Most of our other game shows only ask contestants to answer questions in some form or another. Our new "Do Something" series of game show activities will have participants singing, dancing, drawing, sculpting, answering, and participating in physical challenges.

Based on the popular board games such as "Cranium", "Cadoo", "Cram", "Late For The Sky" games, and others, we have designed fun game shows to keep players more involved. It is a lot like Pictionary meets Charades meets Trivia meets Say What Karaoke.



Executive Summary

Variations of Game Play

Do Something Live can be modified for different scenarios.

Brainiacs Wheel Challenge - In its simplest form, we can play what we call the "Wheel" game in which random contestants are picked passing by to perform or guess tasks. This format works great for trade shows, fun nights, or scenarios where there might be other forms of entertainment.

Intellectual Olympics - a series of challenges that require team effort to participate in. These challenges are primarily focused on *Charades*, *Pictionary*, *Trivia*, and *Words*. Each game is programmed to a specific difficulty level.

Dare Factor - Picks up where *Intellectual Olympics* ends. Activities to include trivia and safe physical challenges such as Hula Hoop, Limbo, Dance, Scavenger, Instant Karaoke, and more.

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Do Something Live Series—Game Play

Each of programs runs slightly different.

Brainiacs Wheel Challenge

Run as a side show attraction, the game station will play music and promote the upcoming contests. When enough players (preferably four) are near the display, each player will spin the **Brainiacs** wheel with different challenges on it. Then either the emcee or their friends will get them to answer the various charades / pictionary like tasks. If they get it, they win a prize. This process continues for as long as we are scheduled. Other games and contests can be integrated as well.

Intellectual Olympics

The emcee invites up as many teams as we designate. For simplicity sake, it is sometimes easier to use only two or three teams, however more are possible.

The set includes contestant pens or podiums, digital scoreboard with countdown time, dry erase board or overhead projector or video tablet, cue monitors, and other video screens (if necessary).

Assuming we have two teams (of up to six participants), each team stands behind their “contestant pens”. A wheel spinner is picked from the audience. A random question is thrown out to determine which one goes first. The spinner will spin the wheel to determine what type of challenge the starting team will engage in: **Act One** (charades/lip-synch), **Artist Action** (pictionary/sculpting), **Quiz Whiz** (challenging questions), and **Getting Wordy** (spelling, fill in blanks, etc) or **Do Something**—involves some sort of challenge

In **Artist Action** and **Act One**, contestants try to guess what our team of artists/actors are drawing/singing. Otherwise they work as a group to answer the questions. In all cases the teams only get 30 seconds (on our scoreboard) to complete the tasks. If they are successful, they get points. If they aren't successful, they will lose points. In addition, the physical challenges such as leading dances for the audience, hula hoops, and more will gain the teams points. After a successful answer, game play will go to the other team. The team with the most points at the end of a pre determined time (such as ten minutes) is the winner.

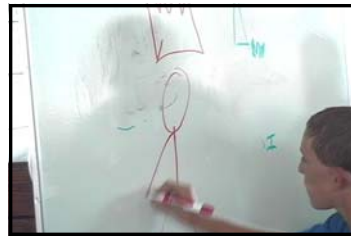
Dare Factor

Where Intellectual Olympics ends, Dare Factor begins.

We will divide the group in up to four teams. A set of participants are designated wheel spinners. A set are designated drawers/actors. Our **Brainiacs Wheel gets Spun**. On the wheel are various items such as “Sing”, “Dance”, “Act”, “Draw”, “Challenge”, “Answer”, *Team Challenge*, and others. This program has more things to do and is more involved than Intellectual Olympics.

On our cue monitors or cue cards will be an item relating to the above activities. The contestants must guess what our artists/actors are drawing/acting, guess the question, or act out the assigned task. .

In school situations, these sequences rotate every five minutes. In corporate situations, there are longer rounds.



What We Provide

All formats

- ◆ sound system, wireless microphone, CD Players
- ◆ emcee, and sound technician
- ◆ stage lights (intelligent lights are optional)
- ◆ colored pipe and drape backdrop
- ◆ all material
- ◆ all pre event coordination, trucking, load in, load out, and set up

In addition to above, the following are the minimum items included with each package:

Brainiacs Wheel Challenge

- ◆ Category Wheel
- ◆ Dry Erase Board / Sculpting Clay / Building Blocks

Intellectual Olympics

- ◆ Category Wheel
- ◆ Dry Erase Board or Overhead Projector or Video Tablet for drawing/word tasks
- ◆ Contestant Pens
- ◆ Podiums as needed
- ◆ Scoreboard
- ◆ Cuing System (LED, Computer, or other)
- ◆ Other props as needed.

Dare Factor

Everything above plus:

- ◆ contestant booths
- ◆ all material
- ◆ cue monitor / karaoke monitor / dance pads / etc.
- ◆ scoreboard / timer
- ◆ additional props

Producer's note: This is a newer format of game show that emulates popular board games. It is by its nature different than most other game shows. Its first runs proved successful.