

Multi Media Mania



Multi Media Trivia Blitz is our *computerized* lock-out and display system that allows replication of well known formats of game shows using video displays. System includes up to **eight** lockout buttons placed in **dual customized contestant booths**. These booths feature **video** and **audio contestant display**, chasing lights, two lighted buttons per station, microphones, and other enhancements. The lockouts connect to a special computer in which video is then projected on to either a front or rear screen in one of two sizes—6'X8' or 9'X12'. Projection screens are framed with pipe and drape. Banners and flood lights contribute to high-lighting of the contestants.

Using this system, we not only project visual game boards, but all questions are also projected on the screen, along with answers, and scores. Trivia can include plain text, pictures, sound bytes, and video bytes. It is great for hitting your point home in an MTV type world. Material can be programmed for any age group, kindergarten through college.



This is not a "Video Game". It is a full stage production using video projected game boards of familiar formats. The video projection allows simple and versatile setup without complicated sets. We can easily change formats during an event.



- Jeopardy** like screens can be set up with simple 3X3 to 5X5 boards with up four teams. A multi-media take off our standard Category Busters game.
- Family Feud** type is similar to the TV show. Two teams are set up to guess up to the top six answers of any one question. Multiple rounds are played.
- Tic Tac Toe** requires two teams to answer questions behind one of nine spaces. To win the game, the need to align three "X's or three "O's" in a row.
- Final Answer** game involves two teams competing for the "cash". We can set up multiple choice questions, answers, and up to six "life lines".
- Wheel of Knowledge**—Up to four teams spin the virtual wheel, answer questions before they can place a letter. First team to solve the word puzzle wins.
- Question Bowl**—up to four teams compete in a high paced "College Bowl" like challenge.

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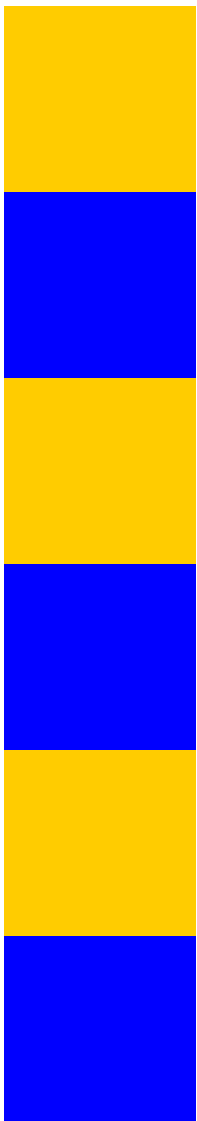
How The Games Work

For **School Assemblies**, we usually designate one or two formats that best suit the target audience. Standardized material is programmed into our computer systems. Depending on the format, games are picked for each grade level with children pre-picked or picked at random to participate. We prefer high turnover in our events.

Corporate, College, Promotions and all other activities will have their program customized to the event and may use one or more formats at a time. Ask our producer for details.

Jeopardy and **Wheel of Knowledge** use four teams of two or three contestants. **Family Feud** and **Tic Tac Toe** use two teams of four to six contestants. **Final Answer** may use one or two teams of four contestants.

We subdivide the program into appropriate games. After introducing the game or games, we bring up the appropriate contestants and go over the rules.



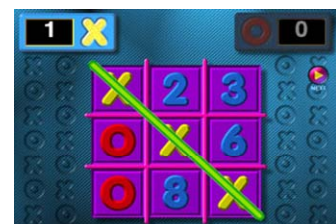
Jeopardy—our computer picks a starting team. That teams gets to pick a category and point value. After question is projected, all teams get a chance to buzz in and answer the question. Winner gets to pick the next category until all are used up or time limit is up. Multiple rounds are possible.

Family Feud—computer shows a question in which we have the top six answers on to a popular question. Team captains face off for control to place their answers on the board. Controlling team gets three strikes. After three strikes, opposite team gets to place an answer for all of the points accumulated. Generally one round of three to five questions is played.

Final Answer— two teams compete for the “score ladder”. Program always starts with left team who tries to work its way up the “ladder” in ever increasingly difficult questions. Three or more “life lines” can be issued. After team gets question wrong, control usually goes to other team. First team can also “force” other team to answer question. Team with highest ladder position at end of time period is the winner.

Wheel of Knowledge— First contestant is picked randomly. They spin our virtual wheel using the button on their booth. After they pick a letter in our word puzzle, computer acknowledges correct or incorrect and appropriate points are awarded. Correct answers allow contestant to continue. Vowel may be purchased as in real game. However, in our version, we can add the requirement that contestants must answer questions before placing their letters.

Trivia Tic Tac Toe—Two teams of four to six compete by answering questions before placing X or O. 3 X's or 3'O's award a winner. Rounds can be created as best of three or more. No buzzers are used here, but contestants do stand at our contestant booths.



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What We Provide

- two double contestant booths with video and audio foldback. Use depends on program.
- sound system including wireless mic for emcee, mixer, CD Players, and mics on booths.
- stage PAR 56 lights (intelligent lights are optional)
- colored pipe and drape backdrop with front or rear video screen and banners
- 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 with video screen
- Family Feud only programs can be modified to use one dual contestant face off booth in center with "contestant pens" on the sides.

Options you may Provide

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

Site needs to provide

- 2 20-amp circuits
- Stage area: 24 feet wide by 16 feet deep minimum.) Space behind screen desired of 15 feet for rear projection.



Left: Special Family Feud setup with face off podium in center and two "Pens" on side.

Right: view of control computer (before it was replaced with a laptop), and sound system.



Left: : 9X12 screen shown at a large Junior High event.

Right: Video Screen close-up.

Above: Media Booth—contestant view



Producer's note: This game show is exciting, fun, versatile, and challenging. It is a hyped up, technically advanced stage version of a system used regularly for corporate training. It is, by its design, a little slower moving than some of our other game shows such as **Interactive Trivia Blitz**. However, nothing beats its cost effective and unique, but ever changing personality. More programs for this system will be available soon.

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