

# VERSUS

## Fast Moving Trivia and Participation Game Show

It's Us vs. Them. Boys vs. Girls. Men vs. Women. Right side of room vs. Left side of the room. Red vs. Blue. Team A vs. Team B.

No matter how the teams are set up, "Versus" is *our hot new* fast moving trivia and participation game that involves two teams — and everyone else.

**Created from New York's best selling school game show, Versus will rock and move.** Besides trivia challenges, we add contests like Hula Hoops, "Simon Sez", "Add It UP", "Spell It Out", "Pictionary" and more. Challenges can be designed around the target audience.

The best part of "Versus" is that nothing lasts more than **two minutes !!** And the excitement builds by our countdown timer clock.

"Versus" includes a TV like game show contestant booths, digital scoring, countdown clock and all necessary props. An emcee and separate technician keep the game moving fast.

While this program works best with two teams, it is possible to have additional teams, however, this can cause a little more chaos and requires some more room and additional Guru staff. Additional teams only are recommended for **Corporate** events.



### Versus Game Play

To facilitate a high speed efficient game, all teams need one or more captains. Each round will start with captains sending up a certain group of players to participate to the next challenge. At the end of **two minutes**, those participants sit down. Team captains are then asked for a new set of participants for the following challenge. This game runs the entire forty-five minutes to an hour. Scores are cumulative. At the end of the game, the team with the most points "wins". In some cases, we might "fudge" the score to make it more exciting and "closer".

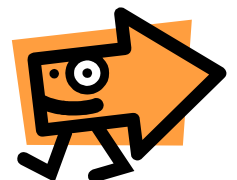
There are a myriad of challenges that will be constantly changing. The key to this game is to keep it fast moving and a "variety". It is perfect for school fun days, family nights, and even corporate team building events. To keep it moving efficiently, it requires your team captains to be organized and involved.



Above: Basic set design using two podiums and a video based countdown clock. Above Right: Versus at West Chicago High School; Versus corporate set up with four teams.

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# Executive Summary

## How The Game Works

Program operation varies by the target event.

**School Events:** A set of teachers need to work together to be the "team captains". At each challenge, the emcee will alternate activities and call for a certain demographic of students to meet that challenge. For example, the emcee might ask for each team to send up "six of its second graders". Those twelve second graders will alternate answering high speed questions. At the end of the two minute round, they will sit down. At the same time, we might ask for twelve of the best hula hoopers. Twenty four hula hoopers will then compete. The team with the most still hooping at the end of two minutes wins the points. This pattern continues attempting to involve as many students as possible.

Our emcee encourages audience cheering for the contestants and generates energy in the room  
We continue this program as specified with other grades as well and if desired, try to involve the teachers.

While this program will work for family nights, it **DEMANDS** that there are volunteer team captains that know the students and **DEMANDS** total audience participation.

**Corporate events,** promotions and all others can have different rules. Generally teams should consist of at least ten and as many as fifty participants each. The rhythm is similar to school events, however, there are usually more types of challenges. One Fortune 500 company even had a "Karaoke Kamikaze" challenge This is an excellent Team Building Event and generates high morale.

This is a VERY fast moving, high paced, high energy game.

## What We Provide (Two Teams)

- ☺ Two individual contestant booths or a face off podium (option to book extra booths)
- ☺ Sound system including wireless microphone for emcee, fold back monitor for contestants, mixer, CD players, and button activated microphones on booths
- ☺ Stage Lighting (intelligent lights are optional)
- ☺ Colored pipe and drape backdrop
- ☺ Contestant pens
- ☺ Video screen (if needed for challenges)
- ☺ Game props such as Hula Hoops, Letter Game, Number Game, etc.
- ☺ Video or regular countdown clock
- ☺ Game Agenda customized to event (always changing)
- ☺ 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

## 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: 36 feet wide by 24 feet deep minimum

## List of Possible Challenges

- High Speed Trivia
- Add It Up
- Spell It Out
- Hula Hoops
- Simon Sez/Follow Me
- Charades
- Pictionary
- Balloon Suits
- Word Scramble
- Relay Races
- Any other type of DJ Trick or challenge.



Various configurations of Versus. Challenges included: High Speed Trivia, Simon Sez, Hula Hoops, Spell It Out, Balloon Suits and Add It Up. A video screen showed the clock.



**Producer's Note:** This game show format is a fast moving heavy audience involvement game show format borrowed from our colleague in New York. It's already a winner with us as well. It's geared towards fun or team building events and not where educational reinforcement is desired.