

**And you thought game show fun was
just on television!**

Now you can catch all the excitement at your own parties and company events with Game Show Mania.

We provide everything except the contestants! Our high-tech game shows entertainment system has it all...zany sound effects, real digital scoring and lightning-fast electronic lockout system (first player to hit the button guesses the answer).

We host games for all occasions, or we can produce a custom game show just for your event!.

Audience Participation
Effective Team Building
Interactive Entertainment
Develop Product Knowledge

**Let us make your next party a
Million-Dollar Event!!!**

**WHERE PEOPLE GATHER FOR
SERIOUS FUN!**

Q & A

In Q & A, teams select gameboard questions with varying point values in categories (e.g., Sales for 100 points, Sports for 200 points). If a team rings in and answers the question correctly, that team is awarded the points assigned to that question and can choose the next question. If a team answers incorrectly, that team loses the point value assigned to the question. The other teams may now ring in and answer the question.

The game is over when all questions are answered, the preset time runs out, or when the Instructor

The Feud

The Feud is a two team game in which teams try to guess all prearranged answers for each question in a game. A game consists of any combination of one, two, or three matches. A match consists of one or more rounds (questions). The maximum number of rounds in a game is 24. Any combination of rounds in one, two or three matches that does not exceed a total of 24 is allowed. A Tie Breaker round can be defined to ensure a winning team, and is played after the last round of the last match of the game.

The Feud differs from Game 1 in that players try to uncover multiple answers to one question. A round begins with a toss-up question. The first team to ring-in tries to answer the question. If correct, they choose to control the board or pass the round to the opposing team. The game proceeds with the team controlling the board trying to uncover all the answers to one question. If, during this process, they guess incorrectly three times, the other team has one opportunity to steal the accumulated points and win the round. If they miss, the first team keeps the points and wins the round. These chances to steal will keep the game fun and the outcome uncertain. One question can tip the game in the losing teams favor.

The game is over when all questions are answered or the preset time runs out. The team with the most points at the end is the winner. Good Luck!

The Wheel

In The Wheel, teams answer questions, spin a roulette-style wheel with various prize values on it, and guess letters in a word puzzle. The word puzzle and wheel "slice" values as well as the questions, answers, and Info Screens are all customizable. The object of the game is to earn the most points by solving puzzles.

Teams take turns answering questions, and if they answer correctly, they get to spin the wheel. If the wheel spins to a Point or Prize Value "slice," then the team gets to guess a letter in the puzzle. If their guess is correct, then the word puzzle displays all occurrences of that letter. The team can then solve the puzzle, guess another letter, or be required to answer another question before guessing another letter. If the wheel spins to a Penalty Value, the penalty (losing a turn, going bankrupt, etc.) is imposed, and game play proceeds to the next team.

A round is over when the puzzle has been solved. The game is over when all puzzles have been solved, when the preset timer runs out, or when the Instructor selects End Match from the Game Menu. An optional Final Puzzle gives the highest scoring team a chance to win an additional prize, whose value you decide in advance.



Maximillionaire

In Maximillionaire, teams are presented with questions of increasing value and corresponding difficulty as they try to get to the top of a game ladder.

The ladder has up to 15 progressive point values or ladder levels. Trainers may customize the number of levels, the number and position of milestone levels, and the values associated with each of them.

When a team answers a question correctly, they are awarded points corresponding to the value of the question, and they earn another turn to try to climb higher on the ladder. If they answer incorrectly, they fall back to an Instructor-defined level of performance and start over from there. They also surrender control of the game to the other team, whose turn it becomes to try to get to the top of the game ladder first.

Teams have three choices when presented with a question:

- Answer it.
- Pass it to the other team.
- Use a Safety Net.

While only one team plays at a time, the possibility of being passed a question by the other team keeps everyone on their toes!

The goal for each team is to get to the top of the "ladder" by correctly answering questions. When a team makes it to the top of the ladder, they either win the game or win Round 1 (in a multi-round game).

Cape Cod's Premiere Entertainment Service



"Affordable Entertainment,
Priceless Experience!"

"We Guarantee to make
your event memorable,
fun and successful"