G6 Gameshow Semester Two

Active Players and Cards:
Database

General Structure

Gamespace

Card Economy

- Every competitor starts the game with one card
- Failing to complete a challenge results in the loss of one card
- The first person to complete a challenge and those who complete the Superior version of the current weekly challenge will gain one card
- Having zero cards eliminates you
- Only current competitors can revive eliminated competitors
- Announce eliminations and revives

Weekly Challenges

- New challenge every week, varies
- Starts and ends on Monday, card changes commence
- Superior weekly challenges, more difficult version of current challenge
- Gain of one card for completing the Superior version

Card Exchanging

- Giving away a card
  You will lose the card and its value, hence, you will be out of the game show if it is your only card.
- Trading cards
  Not sure why you'd want to do this given that all the cards have the same value but okay
- Receiving a card
  Gain an extra shot in the game. If you had zero cards previously and somebody still in the game gave you a card, you have re-entered the game.

Playspace

- How you play is up to you
- Find ways to one up me

"Standard Rules Apply"

1. Must have at least one card to participate in the game.

2. You will give me one of your cards if you fail to complete a challenge.
3. I will give you one card if you are the first to complete the weekly challenge or if you complete the Superior version of that challenge.
4. You must correctly report to me what cards you have whenever the quantity or card itself changes, I.E. whenever you exchange cards.

If you do not follow these rules as stated, I reserve the right to boot you from the game entirely.
The rest is up to you. I want the very best, and if you can't live up to that, you lose.

2/13 - 2/19 Week One / Strategical (Easy)
At some point during the week, hit me with a spoon. If I see your spoon before you hit me and call you out, you cannot try again for the rest of the day. Standard rules apply. No Superior challenge.

2/20 - 2/26 Week Two / Strategical (Intermediate)
Identify a competitor's current entire deck and report your findings to me.
You will lose a card for every three incorrect or already identified deck attempts. If you identify an already identified deck, whoever owns that deck will lose a card. Standard rules apply.
Superior: If you are the first to successfully identify every competitor's deck all at once, you will gain a card. Card loss for incorrect or already identified decks remains at three attempts which also stacks with the normal challenge.

2/27 - 3/5 Week Three / Physical (Intermediate)
At some point during the week, head to Markin and hop on one of the treadmills. You must meet these two conditions:

- Spend at least sixty minutes straight on the treadmill
- Travel at least four miles on the treadmill in said sixty minutes

Send me a picture of your results from the treadmill as proof of both conditions. You must be physically present in the picture. I will not accept any other method of proof.
If you catch somebody cheating (letting the treadmill run while not using it), send me a picture as proof. They will lose a card and you will gain a card. If I notice that you fabricated the photo, I reserve the right to take a card from you. Standard rules apply.
Superior: Travel at least seven miles on the treadmill in sixty minutes and you will gain a card.

3/6 - 3/12 Week Four / Intellectual (Intermediate)
Solve one of three riddles:

- A: I am lurking, I am watching, I am waiting, yet I am not alive. You will feel my presence most of the time, but not always, yet are rarely aware of it. A: The Sun
- B: A box without hinges, key, or lid, yet red treasure inside is hid. A: A human

- C: Vulgo dicitur, sed scimus quid sit. Nox praeteribit. A: You should've seen me last night

Only one riddle can be solved at a time. The order will be A, B, C, repeating. Riddle A will be the only riddle that can be solved, and B and C will remain closed until A is solved. When A is solved, then the only riddle that can be solved will be B, and A and C will be closed until B is solved. When B is solved, the only riddle that can be solved will be C, while A and B will be closed until C is solved. When C is solved, the cycle repeats.
If I hear you telling or receiving the answer to any of the riddles, all competitors present will automatically lose a card.
You will lose a card for every three incorrect or out-of-cycle attempts.
Standard rules apply. No Superior challenge.

Spring Break Interlude 3/13 - 3/19

3/20 - 3/26 Week Five / Artistic (Difficult)
Compose any piece of art. It can be visual, audial, written, whatever classifies as art, and show me what you have created. If I feel that the piece of art is acceptable, you complete the challenge. However, if it does not live up to my standards, you will fail that attempt and lose a card. You can attempt multiple times if you have the skill to have multiple cards. Standard rules apply.
Superior: Find a way to impress me with your art and you will gain a card.

3/27 - 4/2 Week Six / Physical (Difficult)
You must reach the top of at least one of the rock climbing walls in Markin that has a rope (no bouldering). There are four total options. To prove you completed this challenge, someone must take a picture of you at the top of the wall, or I have to be there to witness it. Standard rules apply.
Superior: If you can climb to the top of all four routes, you will gain a card.

4/3 - 4/9 Week Seven / Strategical (Superior)
Every day of the week at a random time, I will hide one card around the floor. You must collect one and bring it to me to complete this challenge. You are not allowed to collect more than one.

From here on out, every weekly challenge is a Superior challenge. As such, Standard Rules are reset and will be as follows for the rest of the game:

1. Must pay one card weekly to me to participate in the game. You cannot complete the challenge until you deliver one of your cards to me.
2. You will give me one of your cards if 1) you fail to complete a challenge by the end of the week, or 2) for a failed attempt (if applicable). You are eliminated when you have no more cards left to give when you must deliver one. If you do not pay to participate in the weekly challenge, you lose your entire deck.

3. I will give you one card for completing the weekly challenge. I will give you one card if you are eligible for Savior's Dividend at the end of the challenge.
4. You must correctly report to me what cards you have whenever the quantity or card itself changes, I.E. whenever you exchange cards.

To add to Standard Rules changing, we have some major changes of pace:

- The Efficiency Bonus is dismantled
- Card Drops will cease
- Free Revives will no longer occur
- The only method to make a card profit is through Savior's Dividend

Standard rules apply.
Good luck.

4/10 - 4/16 Week Eight (Superior) / Intellectual
Design an invention to the best of your ability. Show it to me and discuss it as much as you'd like. Completion is dependent on whether or not I believe your invention is worthy and solves a genuine problem in an effective way. You will lose a card for every failed attempt/invention.
Standard rules apply.

4/17 - 4/23 Week Nine (Superior) / Physical
Find a way to take me down to the ground. I must be lying on the ground on my back, stomach, or side for this to count. You get one attempt per day. If I escape from your grasp and create distance, you lose that attempt for the day and lose a card. Also, I can take a hit, so you're allowed to play somewhat dirty (please no ball hits).
Standard rules apply.

4/22 - 4/28 Week Ten (Superior) / Strategical
Hit me with a spoon.
Conditions (both must be met):

- Must be outside of the Geisert building
- I must not be aware of your presence

Standard rules apply.

Crown Match 4/29-4/30 (Vehement) / Mental Fortitude
Saturday Night
Last chance to revive eliminated competitors, can only give them one card
A series of challenges designed to test mental fortitude
The three competitors who last the longest for each test will not lose any cards
The competitor who lasts the shortest will lose two cards
Everyone else will lose one card

Test One:
Balance on one leg. You are not allowed to hold on to any objects. If you attempt to or succeed in touching another competitor with the intention of sabotaging their balance, I reserve the right to take a card from you. The three competitors who last the longest will not lose a card and the competitor who lasts the shortest will lose two cards. Everyone else will lose one card.

Test Two:
Hold a plank. You can choose to be on your hands or arms and can alternate between them. If anything EXCEPT your hands, arms, and feet touches the ground, your attempt ends. If you attempt to or succeed in touching another competitor with the intention of sabotaging their balance, I reserve the right to take a card from you. The three competitors who last the longest will not lose a card and the competitor who lasts the shortest will lose two cards. Everyone else will lose one card.

Test Three:
Hold a sumo squat. If anything EXCEPT your feet touch the ground, your attempt ends. If you attempt to or succeed in touching another competitor with the intention of sabotaging their balance, I reserve the right to take a card from you. The three competitors who last the longest will not lose a card and the competitor who lasts the shortest will lose two cards. Everyone else will lose one card.

Test Four:
Lay on your back and hold your legs and arms upwards. When any part of your arms or legs touches the ground, your attempt ends. If you attempt to or succeed in touching another competitor with the intention of sabotaging their balance, I reserve the right to take a card from you. The three competitors who last the longest will not lose a card and the competitor who lasts the shortest will lose two cards. Everyone else will lose one card.

Test Five:
Pick me up in whatever way you want. You have to carry me for a lap around the entire floor. If you attempt to or succeed in touching another competitor with the intention of sabotaging their carry, I reserve the right to take a card from you. The three competitors who are the fastest will not lose a card and the competitor who takes the longest will lose two cards. Everyone else will lose one card.

If there are still more than three competitors left, we will decide who moves on to the Crown Match based on the pure number of cards left for each competitor at this point.

Sunday Afternoon
Compete with Host in a series of tests

Continue until one competitor left
IMPORTANT NOTE: Through a number of health issues, we did not actually get to compete in the Crown Match. Thus, the winners were settled through a pure number of cards left. This documents what we would have done.

Test One:
Set treadmills to a speed of 10. Competitors and Host each get on a treadmill at the same time. Those who last less than the Host will lose a card.

Test Two:
Beat the Host in a push-up test. Nose must touch the ground for each push-up. If anything except hands, feet, and nose touches the ground, the competitor loses a card. Angle of arms does not matter. Those who last less than the Host will lose a card.

Test Three:
Hang from a pullup bar. Host will go first, competitors will follow one at a time. Those who last less than the Host will lose a card.

Test Four:
Hold the Host by one leg. You must hold onto this leg for the entire length of the test. You have 15 seconds to get the Host off balance and have him hit the ground. If anything except his hands and feet hit the ground, competitor succeeds. Those who do not succeed will lose a card.

Test Five:
You have 30 seconds to get the Host off balance and have him hit the ground. No restrictions. If anything except his hands and feet hit the ground, competitor succeeds. Those who do not succeed will lose a card.

If there is still more than one competitor left, we will decide the placement purely based on the number of cards left for each competitor at this point.