ROUND ZERO

Simon Says: Switched

- Gets full audience engaged and thinking
- Typical Simon Says, except all commands are opposite
- Ex. “Jump” instead means sit
- Ex. “Simon says jump” instead should have no reaction
- Ex. “Touch your toes” instead means reach for the sky
- Ex. “Simon says jump” instead should have no reaction

Estimated round time: 5 minutes

ROUND ONE

Hot Topic

- Must compete in this round to continue in the game
- Two competitors are selected or volunteer from the audience
- They are sat at a table alongside the Host
- The Host will select a topic (something ridiculous, see examples below)
- The goal is to keep the conversation going for the longest time (with a cutoff at 1 minutes)
- Out of all the competitors, the shortest 50% of conversations will have its participants eliminated, and the longest 50% of conversations will have its participants continue to the next round
- Put simply, it is in the mutual best self interest to work with your discussion partner to keep the conversation going
- The Host will also occasionally interject on topic, mainly for comedic effect
- If the topic changes too significantly, the Host will automatically end the discussion
- If the discussion ceases for longer than five seconds, the Host will automatically end the discussion

All potential discussion topics:

- Ambitions of squirrel warfare
- The meaning behind wearing a red shirt

- The ethics of replacing car horns with screaming
- What if trees could walk?
- The etiquette of wearing a snorkel in everyday situations
- What if the only currency in the world became metal bars?
- Fruits and vegetables can now compete in competitive sports
- Gravity now reverses every Tuesday
- Everybody now exhales glitter
- All alarm clocks now explode upon activation
- All forms of transportation are replaced with giant hamster balls
- Every time a person yawns, a random person is teleported to their location for 5 minutes
- Rainbows are now sentient beings
- The moon is now made of cheese
- You can now fly, but only while actively using a household appliance

Estimated round time: 30 minutes

ROUND TWO

Trivia, but Teeming with Twists

- Two competitors are selected from the previous round
- They are stood across from each other, both with buzzers
- The Host will ask a trivia question, whoever buzzes first after the Host finishes the question and says the correct answer will earn 1 point
- You will not lose a point for an incorrect answer
- If you buzz before the Host finishes the question, you will earn 2 points for a correct answer but lose 1 point for an incorrect answer
- If neither competitor buzzes, they can both phone a friend from the audience
- That friend can use their phone to find the answer, but can only communicate with the current competitor by writing or typing (can't speak)
- If the phoned friend speaks, the competitor will have their points reset to 0
- Some questions will be multiple choice, some questions will be free response, some questions will be riddles
- If we run out of questions, we will repeat questions in a random order

- The first competitor to 6 points continues to the next round, the other is eliminated

All potential trivia questions:

- What is the rarest type of blood in humans? (AB negative)
- Which famous artist cut off a portion of his own ear? (Vincent van Gogh)
- What is the only letter that doesn't appear in the periodic table? (J)
- What is the largest desert in the world by area? (Antarctica)
- Which geometric shape has four equal sides and four right angles? (Square)
- How many wives did King Henry VIII have? (Six)
- What is the world record for the longest hiccuping spree? (68 years)
- What is the official animal of Scotland? (Unicorn)
- What animal is known to laugh and is proven to have a sense of humor? (Rats)
- What is the derivative of 4x? (4)
- What is the antiderivative of 4x? (2x^2)
- Who is known as the "Father of Modern Physics"? (Albert Einstein)
- What's the shortcut for the copy function on most computers? (ctrl + c)
- What was Microsoft's original name? (Microsoft)
- Which natural disaster is measured with a Richter scale? (Earthquakes)
- In what year did World War I begin? (1914)
- Do sponges have hearts? (No)
- In what board game do you try to solve a murder? (Clue)
- What gets wetter and wetter the more it dries? (A towel)
- If there are six apples and you take away four, how many apples do you have? (Four)
- How can a man go eight days without sleep? (By sleeping during the night)
- How can you drop an egg on a concrete floor without cracking it? (The egg won't crack the concrete)
- What can you hold in your right hand, but never in your left hand? (Your left hand)
- What kind of band never plays music? (A rubber band)
- What tastes better than it smells? (Your tongue)

Estimated round time: 30 minutes

ROUND THREE

Race to the Punchline

- The Host will be sat down with water in his mouth
- Competitors will walk up one by one
- The goal is to make the Host laugh as soon as possible (with a cutoff at 30 seconds)
- The top three competitors (the three who make the Host laugh as fast as possible) will proceed to the final round

Estimated round time: 30 minutes

FINAL ROUND

Treasures and Treason

- A cycle-based game based on monopolizing and sabotaging
- Goal is to have the most amount of currency by the end of the cycles
- Every cycle, each competitor will gain 10 wealth
- Competitors will make choices to either upgrade their own wealth production or sabotage the production of competitors, both in various different ways
- They will do this by silently communicating with the Host between cycles
- Every cycle, one option will be discounted 50% off
- Around halfway through the competition, the Host's Tax is introduced
- The Host's Tax will take increasing amounts of wealth as a percentage from all competitor's wealth
- A new upgrade will also be introduced which mitigates these effects
- Similarly, a new sabotage will be introduced which exaggerates these effects
- At the end of all cycles, whichever competitor has the most currency wins
- If the Host has the most currency, he technically wins. Good for him

Upgrades

- **Promotion**: Increase income by 25% permanently, costs ½ current wealth

- **Bonus**: Double income for next cycle, costs ¼ wealth
- **Loan**: Double current wealth, costs ⅓ wealth
    - Repaid at the end of the game
    - Can only be done once
- **Promotion+**: Double income permanently, costs all wealth
- ***Insurance**: Permanently reduce effectiveness of Host's Tax by 25%, costs ⅙ wealth
    - *Cannot be done more than three times

Sabotages

- **Demotion**: Decrease income by 20% permanently, costs ¼ current wealth
- **Accounting Error**: Freeze income for next cycle, costs ⅕ wealth
- **Block**: Freeze decision for next cycle, costs ⅓ wealth
- **Embezzle**: Steal ⅓ of an opponent's wealth, costs ½ wealth
    - Does not include Host
- ***Hike**: Double Host's Tax for next cycle, costs ⅕ wealth
    - *Cannot be done when Host's Tax >= 50%

* = only available after Host's Tax is introduced

Host's Tax
5% -> 10% -> 20% -> 25% -> 30% -> 50% -> END

Discount Order:
Promotion
Bonus
Embezzle
Loan
Accounting Error
Demotion
Insurance (Host's Tax introduced)
Block
Promotion+
Hike
Bonus
Accounting Error (Estimated end)

Embezzle
Block
Demotion (Hard cap end)

Estimated total cycle count: 12, 6 with Host’s Tax
Hard cap at 15 cycles

Estimated round time: 30 minutes
Estimated gameshow time: 2 hours