



RULES FOR THE SMARTPHONE TRIVIA GAME SHOW EFFECTIVE March 15, 2022



1. PLAYER ELIGIBILITY

a. The Smartphone Trivia Game Show produced by Game Show Trivolution and powered by Speedquizzing is FREE to play unless otherwise specified and is open to anyone 13 years of age or older, younger than 13 with an adult. Players must also adhere to any additional house rules for eligibility.

b. For game play, you must download the Speedquizzing App on your iPhone, iPad, or Android device (including Kindle Fire). Alternately, you may borrow a tablet from the host, subject to availability. We do NOT guarantee tablet availability and strongly encourage teams to have their own.

c. By playing Game Show Trivolution, you give Game Show Trivolution, LLC, the show host and/or the location, rights to use your team name, photographs or video taken while participating in the game with no compensation.

2. GAME PLAY SUMMARY

a. The Game Show is made up of four significant parts

- a1. Pre-Show with Bonus Points
- a2. Up to Five "Audition Rounds"
- a3. Final Four Game Show
- a4. Big Money Bonus Game



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2. TEAM COMPOSITION

- a. A Team player is considered to be someone that is physically at your table during gameplay or a group that is together at the bar area.
- b. Teams may have up to 8 players. Multiple teams can sit at the same table.
 - b1. If it is discovered that teams are purposely copying one another's answers, the host at their discretion may tell the teams they need to go to separate tables or to issue a warning over the microphone. The host may also give a points penalty at their discretion.
 - b2. If there are more than 8 players on a team, that team (with 9-10 players) will be allowed to play, BUT we will give the 5th place team an opportunity to participate in the Final Four Game Show. All other teams will be given a 5 point bonus.

3. TABLET/PHONE SETUP

- a. Teams are strongly encouraged to download the Speedquizzing App to one team member's well charged (at least 50%) phone or tablet.
 1. If team does not have their own phone or tablet available, they may borrow one from the HOST, subject to availability
- b. Once the Speedquizzing App is downloaded, change your wi-fi network to what the HOST instructs ("Game" or "Quiz")
- c. Choose a team name and type it into the box provided. If team name is deemed inappropriate, HOST will request for name to be changed. If not changed, the HOST will change the team name to something at their discretion.
- d. Choose bonus point music from a list of over 100 songs and sounds from all generations. You may request a song or sounder for the HOST to be added to the list for the next show.
- e. Once setup, teams will see ads provided by Game Show Trivolution



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4. PRE-SHOW PROCEDURES & BONUS QUESTIONS

a. BIG MONEY BONUS GAME (BMBG) – This is the game that is played by one winner of an eligible team immediately after the Final Four Game Show. The amount of the jackpot will be announced by the host.

1. When arriving at a publically accessible show, teams must make a decision about whether they would like to be eligible for the Final Four Game show **BEFORE the start of Round 1.**

a. PLAY for \$2 per player – Win the Final Four Game Show and advance to play the Big Money Bonus Game. A cash prize is awarded that is no more than one half of the host collected cash.

b. PLAY FOR FREE – Win the Final Four Game Show and the game ends with no prizes.

c. PRIVATE SHOW LOCATIONS – No fee to play. Team that wins advances to the Big Money Bonus Game.

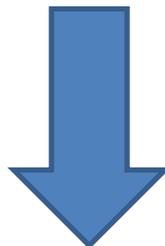
2. The jackpot grows at GST Management discretion until a team wins the Bonus Game as explained in Section 9.

b. Drink Bonus – The show location will inform the HOST of that night's drinks specials. NOTE – There are no drink bonuses at private locations/functions.

1. One is an alcohol based drinks and per Florida law, one must be a non-alcohol based drink or food item

2. The HOST will suggestive sell the drink specials at the either the end of beginning of each round.

3. Drink special bonuses 5 points apiece and are limited to two per team. Teams have until the end of Round 4 of the audition to purchase





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4. PRE-SHOW PROCEDURES & BONUS QUESTIONS – CONTINUED

c. There is a series of questions that will be asked of players before Round 1

1. Facebook Bonus – Teams that check in to the show via the GST Facebook page at facebook.com/floridagameshow should answer choice A (YES) for 5 points

2. Meetup Bonus – Teams may also check in on our Meetup page at meetup.com/floridagameshow and answer choice A (YES) for 5 points

a. Eventbrite – Eventbrite tickets ALSO earn a 5 point bonus

3. Bring Your Own Phone or Tablet - Teams that bring their own phone or table to the show should hit choice A to earn a 5 point bonus.

4. Wear GST Gear - Teams that have at least one player wearing a GST T-Shirt or other designated item should hit choice A to earn a 5 point bonus.

5. New Player Bonus - Teams that bring at least one new player (one that has NEVER competed at ANY of our shows) should choose A to earn a 5 point bonus.

6. SMARTIES BONUS – If a team has been designated the Smarties team of the night at another show, they will need to bring the Smarties Candy wrapper along with one piece of candy to earn a 20 point bonus. Limit one per team, per show.

7. OTHER ONE-TIME BONUSES – Sometimes, at the host's discretion will have bonus point available for a variety of thing like Halloween costumes, Ugly Christmas Sweaters, etc



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5. CELL PHONE / TABLET USE DURING THE GAME

- a. Teams use a shared cell phone or tablet to play the game. Other phone/tablet use during the round is prohibited.
- b. If anyone is found to be using their phone to look up answers, texting or talking with someone inside or outside of the game show area, host will penalize player/team 250 points.

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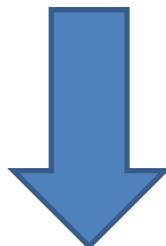


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6. UP TO FIVE AUDITION ROUNDS: STRUCTURE & SCORING

- a. AUDITION ROUNDS – The first four OR five rounds of the show are an “audition” to appear in the Final 4 Game Show.
- b. Point values of questions of the four keypad rounds are 4, 6, 8 and 10 points with a speed bonus of 1, 1, 2, and 5 respectively. In a four round game, they are 4,6, and 10 points with 1,1, and 5 point speed bonuses.
- c. There are up to 10 questions asked in each audition round. However, additional questions may be asked at the HOST’s discretion.
 1. Speed bonus is determined by which team gave the correct answer to a question the fastest. The Speedquizzing software used by the HOST makes the determination.
 2. Go Wide is a mode in which a team may guess the answer to a question twice which widens the chance for a correct answer. If either answer is correct, team gets half of the points assigned to a correct answer in that round. If neither answer is correct, zero points are earned.
 3. Evil Mode is when teams are penalized for an incorrect answer, generally in the final audition round. Teams may opt to not answer the question which will not affect their score for the question.
- d. Nearest Wins Round – One question to come up with a numerical answer that is closest to the correct answer. The winning team is awarded 30 points. All others get zero unless there is a tie. If the number is guessed exactly correct, team(s) earn an additional 10 point bonus.





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6. FIVE AUDITION ROUNDS: STRUCTURE & SCORING - CONTINUED

e. Questions are paced at about 30-60 seconds per at the HOST'S discretion and dependent upon the participants. The Host will ask a question, repeat it once (or twice) and hit the 10 second countdown.

1. Repeats of questions: If a request is made to repeat BEFORE the countdown or if there was a technical problem (i.e. microphone did not work, host asked the wrong question, team accidentally answered before question was fully presented)

f. At the end of the fifth (or fourth) round, HOST will go through the scores in an order at their discretion.

1. The team that is in last place and has played all five (or four) rounds will be designated the "Smarties Team of the Night". The team will be given a giant pack of smarties and encouraged to bring at least one piece of the candy along with the wrapper to a future show at any of our locations for a 20 point bonus to start that game.

2. The teams that have the Top 4 scores for the audition round automatically qualify to play the Final 4 Game Show as stated in section 9.

7. ANSWER ACCURACY CHALLENGE IN AUDITION ROUNDS

a. A player/team may challenge the accuracy of an answer (i.e. host marked incorrectly or the fact given is incorrect) IMMEDIATELY after the round, otherwise scoring is final.

1. If Host determines that the player's challenge is successful, that team is awarded the points they would have received in addition to a 10 point challenge bonus.

2. Teams that were marked incorrect with the same will also have their scores adjusted without the 10 point bonus.

3. Teams that were marked correct will have their scores adjusted down



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7. FINAL 4 GAME SHOW: STRUCTURE & SCORING

a. The Top 4 scoring teams at the end of the audition rounds along with those that qualify with GST Points Bank purchases play in a 10 question game buzz in game show using phones and tablets as game show buzzers.

1. The scores are reset to zero for the remaining teams. The team that was in first place at the end of the “audition rounds” is named the number one seed and gets a 10 point bonus.

a. HOST will have teams buzz in to make sure buzzers are working properly. The Top 4 teams are awarded 10 points. Teams that qualify with a Points Bank Purchase start at zero.

2. Questions are asked and teams are given up to 10 seconds to buzz in. The team that buzzes in is then given a three second countdown to answer. A correct answer earns 10 points. An incorrect or no answer earns zero points and that team is NOT allowed to answer the next question

a. Teams are strongly encouraged to assign one team member to give answers. The first person from the team to give an audible answer is the answer accepted, correct or incorrect.

b. Answers must be given with the correct pronunciation. The HOST at their discretion may decide if the answer given is close enough to the spirit of the answer. Any decision is final.

c. Answers that require a title or a proper name must be exactly as shown. This includes singular/plural answers. Last names or surnames are acceptable for a proper name answer.

6. Teams may make one challenge to an answer per game. If challenge is successful, another challenge will be given to that team. If unsuccessful, a challenge will not be allowed.

7. HOST at their own discretion may stop the game to research for accuracy



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8. GST POINTS BANK

a. GST Points Bank is a rewards program that allows teams to upload their receipts to a portal hosted by GST and save points in an account that can be used at the end of a show.

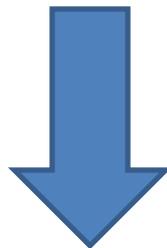
b. If you frequent any of the locations we play the Game Show at, you may sign up your team to participate in the program at floridagameshow.com/pb

1. Visit our current game show locations at ANY time during the week, not just during the game show night.

c. DEPOSIT – Go to the section of the portal that says “upload receipts”. Once there, find the receipt on your computer and be sure it has the date/time stamp, location name and amount spent.

Then, hit upload and be sure to select the location of purchase and the whole dollar amount BEFORE the tax and tip. Do not enter symbols such as \$

d. RECEIPT APPROVAL – If receipt is uploaded properly, GST will approve the receipt for points within 48 hours, generally much faster. Team will receive one point for every dollar spent before the tax and tip.





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8. GST POINTS BANK - CONTINUED

e. USE OF POINTS BANK POINTS

1. Final 4 Game Show Jumper - If your team is within 9 points of 4th place at the end of the 5th (or 4th) round of the audition, your team may purchase a jump into the Final Four Game Show for 150. This will allow the team to participate in the Final 4 Game Show. Your team will start at zero points.

2. Bonus Game SUPER HELPER for ONE Episode - Team that is in the Big Money Bonus Game may opt to purchase a SUPER HELPER for 300 points, subject to balance availability.

3. Bonus Game SUPER HELPER for 7 days - Team may withdraw 1,000 points, subject to balance availability for a 7-day SUPER HELPER. The SUPER HELPER stays on the team's account for 7 days and is a FOURTH helper available for any show they are the champion at.

4. Bonus Game SUPER HELPER for 30 days - Team may withdraw 1,000 points, subject to balance availability for a 30-day SUPER HELPER. The SUPER HELPER stays on the team's account for 30 days and is a FOURTH helper available for any show they are the champion at.

5. There will be various GST Merchandise available in the Points Bank portal for purchase.

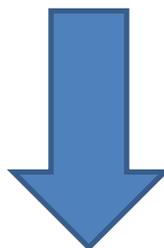


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9. BIG MONEY BONUS GAME: STRUCTURE & SCORING

- a. Team that wins the nightly championship picks one representative to play the Big Money Bonus Game. There are no substitutions allowed.
- b. Goal is to get ten correct answers to win the jackpot. There may be other prize tiers at the HOST's or location's discretion.
- c. Player will be given a summary of the BMBG rules. Contestant will start out with THREE HELPERS.
- d. Player has the option to purchase a FOURTH helper using their GST Points Bank balance OR is they are wearing any GST gear. Four helpers is the MAXIMUM.
 1. HELPER - A contestant has the ability to ask the audience for assistance to a question in the Big Money Bonus Game
 - a. HELPER PROCEDURE – Audience asked for assistance, question repeated and answers given are summarized. Contestant may then choose to answer by taking an audience's members answer, one of their own, or they may skip the question altogether and remain in the game. The HELPER will have been used either way.
 - e. Audience members are cautioned NOT to shout out the answers unless a HELPER has been requested by the contestant. If this happens, the HOST has discretion to choose what happens next
 1. HOST replaces the question with no reward or penalty for the contestant
 2. HOST determines that a HELPER is being used and will go through the HELPER procedure
 3. HOST determines game manipulation is occurring and disqualifies contestant





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9. BIG MONEY BONUS GAME: STRUCTURE & SCORING - CONTINUED

e. The Big Money Bonus Game is played in two phases

1. PHASE 1 – FIRST FIVE

a. Host will ask player FIVE relatively easier questions (upon the HOST's judgement). Player is given an unlimited amount of time to answer each question. Correct answers earn one point, incorrect answers are not penalized.

b. If answers are blurted out by audience members, host may deduct a HELPER at their discretion

2. PHASE 2 – TRIP TO 10

a. Questions will be harder to answer (at the HOST's judgement).

b. HOST will ask the question twice, then play a 15 second music bed while player contemplates the answer. Player must then answer or use any available HELPERS within 10 seconds. If time expires without an answer, player is automatically incorrect and the game ends.

c. If HELPER is used, contestant has 30 seconds to ask anyone in the audience may tell you their opinion of the answer. Audience may NOT use a phone or tablet to look up the answer.

e. Player may then use the HELPER's answer, state another answer, or skip the question. In any case, the HELPER has been used.

f. One incorrect answer ends the game with no further prizes.

1. Player may challenge the validity of an answer if they feel the Host is incorrect. Immediate research will be done to determine the correctness. If the player challenge is successful, player will be awarded the point and an extra HELPER.



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g. Players that get 10 points and win the BMBG prize will receive the prize as a check within 5 days in person at a location of the contestant's choosing. Winners are responsible for any and all local, state, & federal taxes

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10. EQUIPMENT MALFUNCTIONS/ERRORS

a. Game Show Trivolution is NOT responsible for any errors to equipment used in the game including, but not limited to, phones, tablets, laptop computers, Speedquizzing software and apps

b. Game Show Trivolution is not responsible for operator error when playing the game show. This includes accidental tapping of letters or numbers, removing your team from the game's network accidentally or intentionally or other error which may cause a team to lose points.

1. HOST will attempt to correct HOST's equipment malfunctions and errors during game play. Game Show Trivolution is not liable for any equipment malfunctions and errors

c. If an episode (game) is interrupted and is unable to continue due to a power malfunction, a location emergency or other unforeseeable circumstance, the HOST will award the nightly championship to the team that is in first place at the time of the interruption. That champion will play the Big Money Bonus game at the next show they attend.



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11. MISBEHAVIOR / MISTREATMENT OF HOST OR LOCATION STAFF

a. Game Show Trivolution will not tolerate any mistreatment of HOST or of location staff including, but not limited to wait staff, management or fellow contestants.

1. First incident – Contestant will be given a warning to discontinue behavior

2. Second incident – Contestant will be disqualified from the game, be removed from the premises with the help of location management and/or police if required, and told not to return to ANY Game Show Trivolution events.

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12. DISCLAIMERS

- a. Game Show Trivolution is not responsible if a team is late to the start of any Game Show episode.
- b. Game Show Trivolution is not responsible for mistakes that occurred during the game, but were brought up after the next round was begun. A round officially starts when stinger music is played after the phrase “time for round #x”. The official end of the round is the instant before the stinger music signaling the next round.
- c. Game Show Trivolution is not responsible if a team is late to the start of any Game Show episode because they did not see any of the online advertisements or advertisements by the game locations.
- d. Decisions made by Game Show Trivolution outside of a legitimate answer challenge are final.
- e. Game Show Trivolution, LLC reserves the right to void any contests if a situation not covered here should occur.

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