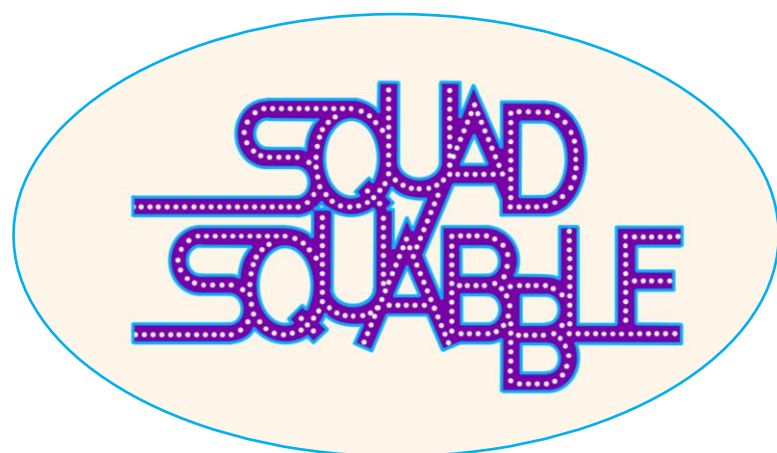




PUT YOURSELF IN THE HOT SEAT. WHEREVER YOU ARE.

GAME SHOW OVERVIEW



SQUAD SQUABBLE!

Families aren't the only ones with feuds! Get your squad of friends, family, and colleagues together today to compete in this battle to reveal as many top answers as possible to a series of questions asked to a panel of 100 average people.

GETTING STARTED

TECHNICAL REQUIREMENTS:

- ✓ Internet connected computer
- ✓ Secondary internet connected device (e.g., smartphone, tablet)

TEAM REQUIREMENTS:

- People (per game; does not include tournaments):**
- ✓ Minimum – 2 teams with 3 players each (i.e., 6 people)
 - ✓ Maximum – 6 teams with 10 players each (i.e., 60 people)

Time:

- ✓ Standard Game – 75 – 90 minutes
- ✓ Focused Game – 50 – 65 minutes
- ✓ Accelerated Game – 25 – 35 minutes
- ✓ Time-Boxed – Custom / up to 60 minutes

FOR BEST RESULTS:

- ✓ Complete game show preference [survey](#)
- ✓ Download the free [Zoom desktop app](#)
- ✓ Use microphone and / or headset
- ✓ Practice using our buzzer system—[buzzin.live](#)

PLAYING THE GAME

OBJECTIVE:

To be the team with the highest score at the end of the game by revealing top answers to a series of survey questions, with each answer having different point values.

STARTING THE GAME:

The game begins with Round 1 Question 1. All players participate in a face-off using the buzzers.

REGULAR GAME ROUNDS:

Once a question is asked, every player is encouraged to buzz-in as soon as they think of a response. The first two teams' players that buzz-in will be given the chance to provide their guess. The top scoring of the two will decide whether they will "play" the question, or "pass" the question. Note: if none of the two teams reveal a correct response, the next team in buzzer order is provided a chance; this repeats through buzzer order until a team is successful.

If the team decides to "pass" the question, the next team in buzzer order is given the chance to decide if they will play, or if they will pass the decision along to the next team in buzzer order. This repeats through buzzer order until a team decides to play, or the last team in buzzer order is reached (in which case they must play).

When a team "plays" the question, they will be given three chances to guess all the correct responses to that question. If they do so successfully, they earn all the points for that question; if they fail to do so the team that passed the question to them has a chance to steal the points by providing one of the remaining answers. If this team fails to guess correctly, the opportunity is passed along in reverse buzzer order until all eligible teams have had a chance to steal. If all fail to do so, the points remain with the team that decided to play.

FINISHING THE GAME:

The team with the highest score at the end of the regular round questions is declared winner and has a chance to play in the "Super Squabble" bonus round for extra pride.

The winning team selects two players to guess the highest scoring answer to the same five survey questions. Collectively, their goal is to score 250+ points. Note: while the first player takes their turn, the second player is sequestered to a sound-proof booth and cannot hear the first players guesses.

