



HOSTED GAME SHOWS

GameShowAction.com 2026



FAMILY FEUD

GROUP SIZE: 3 - 10 (or more) per side. Round Robin Game Play. Good for groups under 100.



Game where 100 people are surveyed and the top answers are on the board. Just because 100 people say it's right may not match up with what you say is right!

THE GRID

GROUP SIZE: 4 - 1,000. The top 250 scores get featured in THE GRID. Internet required.



Everyone plays a fast, interactive mini-game on their phone. After each game, the lowest scores are eliminated — but don't worry! The highest-scoring eliminated player gets a chance to come back in... REDEMPTION!

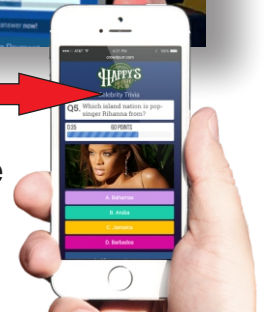
Trivia LIVE

GROUP SIZE: Play as individuals or teams. Great for groups of 20 - 500. Customized with company colors and logos. (Internet Connection Required)



ADD LOGOS & COLORS

Play with your friends and coworkers in this fast-paced trivia game. Use your phone as your buzzer. The faster your answer the more points! You can play individually or as teams.





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JEOPARDY!

GROUP SIZE:

Play the traditional way with 3 players or up to 10 teams of 10 at a table (100 people)



Jeopardy! is a three-round trivia game in which questions are worded as answers and answers must be worded as questions.



GROUP SIZE: 10 Players/Teams
100 People (10 players x 10 teams)
Glowing Buzzer Game

Contestants guess hidden phrases by picking letters one at a time. Contestants win money as determined by a spin of the wheel for each correct consonant they guess. New high-speed version where letters fill in automatically and players buzz to guess.



If you get it wrong-BOOM!
No more guesses for that question.



GROUP SIZE: 10 - 200+ Play as individual or teams. Supports 24 glowing buzzers.

Up to 24 teams will race to buzz in first. The faster you buzz in the more points you get. Answers will come one at a time and you only get 1 guess per question. The game has a leaderboard so you will see what everyone chooses. Just be at the top when the game ends.



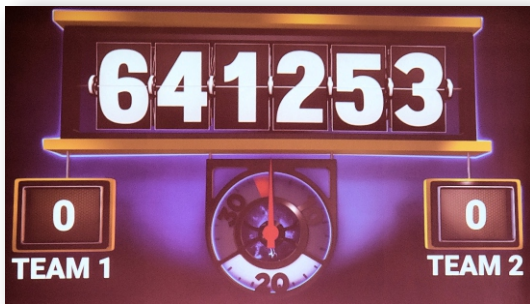
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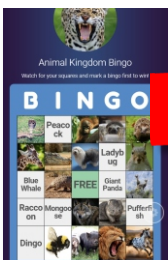
GROUP SIZE: Unlimited. Players have 30 seconds to compete. An active leaderboard keeps players coming back!

Contestants will have 30 seconds to see how many questions they can answer. The faster they answer, the more points they get; miss one, and your turn is over. Top 10 scores show up on the leaderboard.

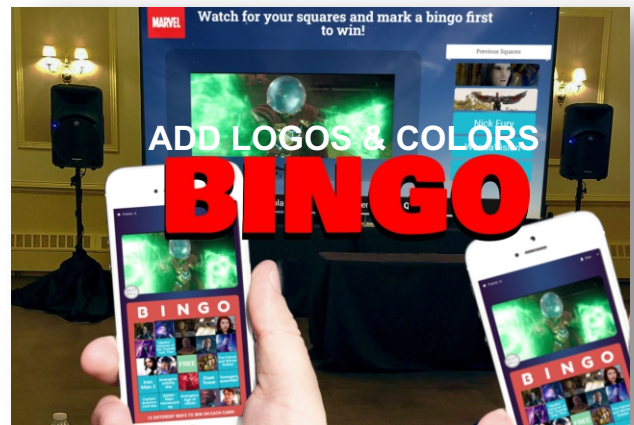
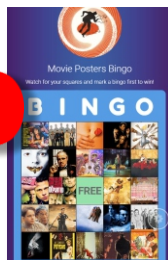


GROUP SIZE: Unlimited. Two groups of (4-6) play and have seconds to compete each round. 10 - 12 minutes per game.

LINE UP has two teams of 4-6 players. Battle it out to see who can get "Lined Up" first with the team digits in the correct order. This game is simple to play and a blast to watch.



BINGO



GROUP SIZE: Play as individuals or teams. Great for groups of 20 - 500. Customized with company colors and logos. (Internet Connection Required)

Play with your friends and coworkers in this fast-paced BINGO game. Use your phone as your BINGO card. Fun animations can be added to each square! You can play individually or as teams.



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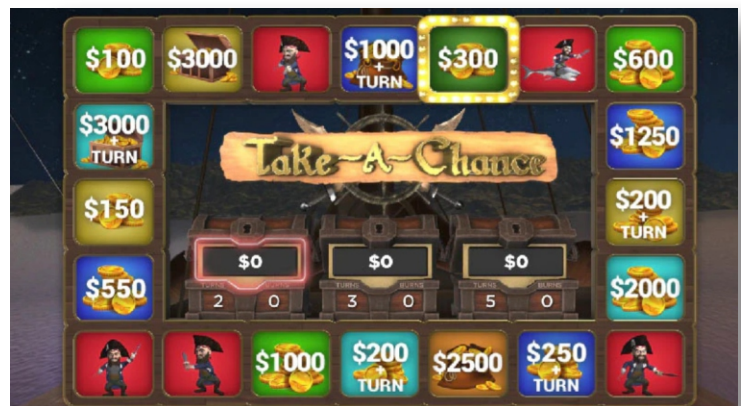
GROUP SIZE: 5 teams of 5 players. Great for fun, quick rounds with groups of 10 - 100.

Take as many coins as you want, but don't cross the Tipping Point or you will be eliminated! Players have 3 rounds to get down to just 2 players. Player with the most coins at the end of the game wins! Simple and Fun!! Regular & Holiday Versions



GROUP SIZE: 4 teams of 2 players each. Total of 8.

The Game Show can be run as "Office Mates" for corporate fun or "The Newlywed Game". Players answer questions on their phones and the results are shown up on the big screen. One person from each team will sit in the chair. Their teammate will stand behind them with their phone and type in what they think the person in the chair will say. After each round, the teammates switch places.



GROUP SIZE: Play with 3 players. Works great on the big stage!

Contestants compete against one another answering questions to earn spins on the Big Board. The stakes get higher when the contestants get the chance to use their spins to win cash and prizes while trying to avoid the WHAMMY.



GROUP SIZE: 10 - 200+ Play as individuals or teams. Supports 25 buzzers.

Contestants try to be the first to buzz in and name the song. That buzzer flashes, the others turn off and the song stops automatically. If the player or team gets it correct, they get the points. If wrong, the buzzer turns red and is locked. The other player/teams get a chance to buzz in next.



GROUP SIZE: 4 - 100 Per Team

One member from each team comes up front. The audience acts out images as the two players take turns guessing. Lots of noise, lots of laughs! Great way to get the entire crowd into the game.

GROUP SCAVENGER HUNT



GROUP SIZE: 10 - 100 Per Team. Play 1 at a time or send teams out all at once.

One member from each team comes up front. The audience acts out images as the two players take turns guessing. Lots of noise, lots of laughs! Great way to get the entire crowd into the game.



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GROUP SIZE: 100
Players(Individual) Can also be played in teams using one device and team members must work together. 100 Teams



This is like a day at the track! Guests scan a QR code, then they place their bets on multiple horses. The horses cross the finish line and a screen will show the winners and their positions. The results are posted and the next race is announced with a bugle call.

HORSE RACE ARCADE

GROUP SIZE:
2 - 8 horses run at once. Can be played as 8 individuals or teams. Games can be run in multiple rounds or just one.



Walk up and place your bets! Guests all get tokens to start the event. Horses are all shown at the betting station. Dramatic live calling of the race is handled by the host. Customize the horse names for your event. Easy pick up and play horse-racing game.



GROUP SIZE: 2 (or more) per side. Extra players can be rotated in. Great Stage Game!



Two teams face off in front of the Pyramid of six categories. Contestants will guess words or phrases in a category based on the description given by their partner. The team with the most points goes on to play in "the winner's circle".



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BUZZER BOUT

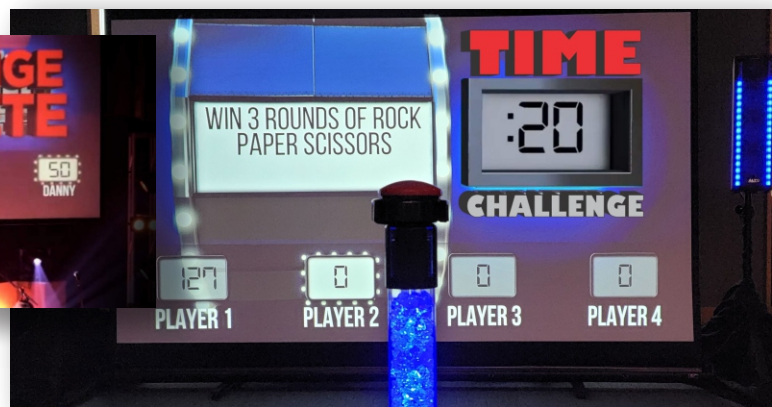
GROUP SIZE: 4 Teams of 4 (16 Total). Designed for corporate or scholastic style tournaments.



TEAM NAME	RedTeam	WeThree	FabFour	BUZZER BOUT
55	35	5	10	08:10
1st	Jon			0
2nd	Paul			
3rd	Doug			
4th	Deuy			
5th			Jerry	
6th			George	
	Huey	Brad		
		Jen		
	Ringo	Louis	Bailey	Elane
	Donald	Caden	Cosmo	

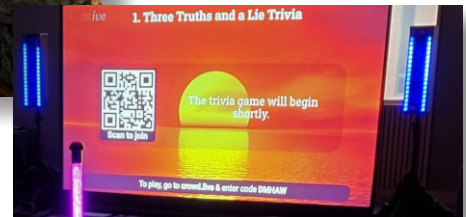
The clock starts, "Buzzers are HOT", then a question is asked. The first 6 players to buzz in will be shown in the order they buzzed in. If the 1st player gets it wrong the game will go down the list until a correct answer is given. If no one buzzes in then we start the "Last Chance Timer" to let players know we are about to move on. When a correct answer is given, that team has a chance to answer the "Bonus questions".

TIME CHALLENGE



GROUP SIZE: 2 - 4 on stage at once. Teams keep sending one player for each following round. Great stage game!

The wheel spins and Player 1 hits the large red button. The wheel slows to a stop and randomly selects a challenge. The clock starts and they have 20 seconds to complete the challenge. The quicker they complete the challenge the more points they get.



GAME SHOWS INCLUDE: Large Projection Screen, HD Projector (70" screens are also available) Game Show Host, Tech, Lighting, Set Pieces (dependant on Game Show chosen) Microphones, 1 or 2 Gaming PC(s), Cables & Stands. (Game Shows are based on a 1 - 2 hour time frame)