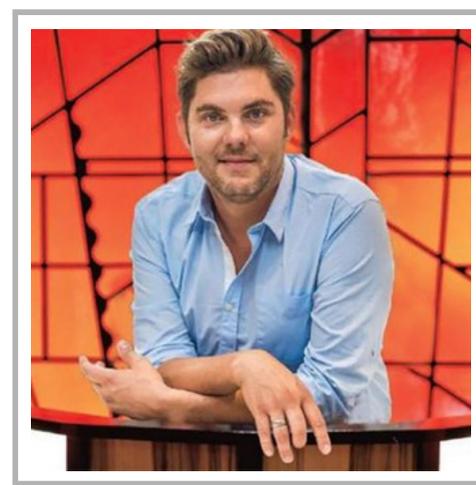


TWO TO THE POWER OF SIX

primitives ▶

KOEKENTROEF - 11-13X58' - VIER

WOULD YOU SURVIVE A QUIZ IN WHICH THE PRESENTER DOES EVERYTHING HE CAN TO CONFUSE YOUR TEAM? IN WHICH YOU HAVE TO COMPLETE GRIDS OF KEYWORDS AND ANSWER QUESTIONS AGAINST THE CLOCK? IN WHICH YOU HAVE TO COMPETE AGAINST A CELEBRITY TEAM THAT PLAYS FOR CHARITY? IT ISN'T AS EASY AS IT SOUNDS.



FORMAT PILLARS

- Studio-based quiz
- Presenter
- 6 candidates (1 celebrity duo)
- Each episode talks about a specific theme (love, sport, women,...)
- 6 fixed rounds
- Price 10.000 euros and if a celebrity duo wins it goes to charity.
- Humor is an important element



PRODUCTION DETAILS

- Colorgrading/episode: 1,5 day
- Audiomix: 2 days
- Montage: 10 days
- 13 episodes = 8 recording days
- 8 studio camera's
- Studiocrew: 35 persons



ROUND 1: THE GRID

The three duos play this round together as a team. When a team pushes the button while the presenter is still asking his question, the presenter stops and doesn't finish his question for that team. When they give a wrong answer, the presenter finishes his question for the other two teams. An answer only correct when each part can be found in the grid of 16 squares. The first round consists of a minimum of 6 questions.

ROUND 2 : 4 WORDS

The teammates get separated from each other by a little wall. They cannot see each other. The team whose turn it is gets four words, two for each player. These words and their position remain the same throughout the four questions. One of these four words is always part of the answer. Only the player who has the word that's part of the answer may give it. The player also gives the full answer immediately.

ROUND 3: DOUBLE CORRECT

In this round the three duos play simultaneously again. Within this round are the push buttons only activated once the presenter gave the two answer options. The two players within a duo are separated by a little wall. The intention is that the 2 players from the same duo both give the correct answer.

ROUND 4: RACE AGAINST THE CLOCK

In the fourth round one candidate of each team is selected. The candidate who is playing can't look at the the time. (S)he has 90" to give as many correct answers as possible but the player must also say STOP before the clock reaches zero, otherwise the player will lose the points (s)he collected in that round. The team with the lowest total score must leave the game.

ROUND 5: SEMI-FINAL

The 2 teams are separated in two soundproof boxes. Now they play for time which they can use in the final (150'). The team that comes first at 150' goes to the final. Based on three hints, the teams must try to guess; place names, events, people, etc. The 3 hints are cryptic. A correct answer after one hint gives the team 40', after two hints 30' and at the third hint, they only get 20'.

ROUND 6: FINAL

In the final, 1 team tries to win 10,000 euros. In the final the duo needs to give three times 4 correct answers. There are three themes and the candidates choose who will lay which theme. If a candidate doesn't give 4 correct answers in his round, the missing number may be passed on to the next time slot.

CASTING

- 48 candidates (24 duos) for 13 episode are selected after a call via television or online channels.
- The celebs are contacted by editors and production



BUDGET

- Costs depend on number of episodes
- Large budget items are:
 - Decor and design
 - Editorial time
 - Technical recording costs
 - Prize money
 - Presentation
- Possibility of co-production: sharing content, decor,...



EXTRA

- Some changes since season 5: new presenter and a completely new decor and design (integration of Augmented Reality),
- Next production is planned in October 2019

