

## **The Games**

### **Captain Bones:** Math, lateral thinking

Captain Bones is a math based puzzle game where the host, Captain Bones, uses his own bones to create visual puzzles for the viewer to solve. The goal of each puzzle is to turn his original equation, which provides an incorrect solution, into a correct answer by moving only one of the bones which make up the equation.

### **Dirty Pictures:** Art and general history

Dirty Pictures is an art history game taking place in an art museum after hours. This game contains no spoken dialogue, and all clues as to who the subject of each game is are given through written word and the uncovering of the image of the subject.

### **Distraction News:** General trivia, attention span building

Distraction News is a trivia game hosted by anchorperson Dora Smarmy. Each game requires the viewer to correctly answer several questions based on a central theme while multiple visual and auditory distractions attempt to trip the viewer up.

### **Ear We Are:** Sound identification and association

Ear We Are is a sound identification game where the listener has to guess where the two ears are located based on auditory clues.

### **Eddie Bull:** Zoology

Eddie Bull is a zoology guessing game where the host, Eddie Bull, is swallowed by one of the animals kept in the zoo he works at. Throughout the game, as Eddie moves through the animal's intestinal tract, he will give hints as to the identity of the animal. The game ends with Eddie exiting the animal and making a joke about its biology.

### **Haunted House Party:** History

Haunted House Party is a history trivia game where the viewer overhears a conversation between the host (Death) and whichever historical figure the subject of that episode's game is. The goal is to guess the identity of the historical figure before the conversation ends by using the hints given throughout.

### **Lens McCracken:** Observation, lateral thinking, deduction

Lens McCracken is an observational deduction game where the viewer is shown multiple zoomed in photos of objects involved with a crime while the host, Lens McCracken, provides clues in the form of side comments about each photo shown. The game ends when Lens puts the photos into his dark room computer, revealing what they actually are. Following the reveal of the photos, Lens provides an absurd retelling of the crime that occurred.

### **Mug Shots:** Observation, general trivia

Similarly to Lens McCracken, Mug Shots also relies on observational skills to help the host (Verity) solve a crime. However, it differentiates itself by relying on interviews with the suspects where the viewer must correctly assess which suspect was lying about their alibi, and therefore guilty, by using their knowledge of general trivia topics to determine the false statements.

### **Paige and Sage:** Observation

Paige and Sage is a simple "spot the difference" game where the viewer is shown two similar images of the dolls in different settings. The goal is to simply identify the multiple differences in the photos before the time is up.

### **Poop or Scoop:** Zoology

Like Eddie Bull, Poop or Scoop is an animal based game. However, it is played in the form of a game show where the host will state four “facts,” however, only some of the facts given are actually true. The viewer must determine which facts are true (scoop) or false (poop.)

**Psycho Math:** Math, lateral thinking, general trivia

Psycho Math is a math based game which, like Captain Bones, also relies on visual puzzles. However, they differ in that Psycho Math’s clues are referential to outside pieces of media or general trivia, requiring the viewer to both do quick math and correctly identify the number represented by the visual and spoken clues.

**Radio Scramble:** Spelling/Word unscrambling

Radio Scramble is a word unscrambling game where the viewer unscrambles the lyrics of songs played on the radio, or words used in additional radio segments. Hints are given in the form of both song and spoken dialog by the host Jumpin’ Johnnie Jumble. Three words are unscrambled per game.

**Revolting Slob:** Vocabulary

Revolting Slob is a vocabulary game in which the viewer must correctly choose a word to complete a sentence describing his actions given by the announcer. Each Revolting Slob segment contains three sentences to solve, and ends with the Slob exploding.

**Riddlesnake:** Riddle solving

Riddlesnake is a simple riddle solving game. It relies entirely on the viewer’s ability to solve basic riddles: there’s no strictly visual elements or misdirection in this game.

**Sketch Pad:** Lateral thinking, deduction, visual riddle solving

Sketch Pad is a visual riddle solving game that requires the viewer to correctly make observations and subsequent deductions about the story the host Sketch is telling and illustrating. Each illustration drawn by Sketch seems unconnected to the others at first glance and requires the viewer to think outside the box to determine what truly happened. In each game, Sketch will offer incorrect solutions to the puzzle, before finally revealing the correct answer at the end of the game.

**Ten 2nds:** Visual riddle solving and wordplay

Ten 2nds is a visual rebus puzzle game that requires the viewer to use wordplay to determine the pun represented by the text and images shown on screen. Each solution to the puzzle is a common phrase, and multiple are given per game.

**Think Tank:** Observation and making connections

Think Tank is a game about finding connections between seemingly three unrelated objects. It takes place in a submarine housed in a draining fish tank. The viewer helps the host Captain Bob find the similarities the objects share before the tank drains (and the time runs out.)

**Word Shake:** Phonics

Word Shake is a phonics based game where the host, a French chef, will give the viewer multiple letters or words to combine into one complete word. After completing multiple words, the game ends with flour exploding throughout the kitchen and the chef laughing madly.

### Overall Stats

First Game	Distraction News
Last Game	Think Tank
Most Appearances	Riddlesnake and Poop or Scoop (Tied with 28 appearances each.)
Least Appearances	Paige and Sage, Word Shake, and Ear We Are (Tied with 9 appearances each.)
Most Original Appearances	Psycho Math and Haunted House Party (Tied with 20 originals each.)
Least Original Appearances	Paige and Sage, Word Shake, and Ear We Are (Never played reruns.)
Most Reruns	Poop or Scoop (9 reruns.)

### Additional Stat Trivia

**Lens McCracken** was the only game to have its final appearance be a rerun.

**Paige and Sage** was the first game to end.

The last 12 episodes of season one consisted solely of reruns of games shuffled into different orders.

**Lens McCracken**, **Paige and Sage**, **Word Shake**, and **Ear We Are** appeared only in season one.

There are only six episodes including **Riddlesnake** where it was not the last game played.

**Word Shake** is the only game which relies on live action footage of a human, rather than toys (Paige and Sage) or animals and plants (Poop or Scoop and Eddie Bull.)