

MUSICAL GAME CONCEPT FOR TELEVISION

THE CRAZY MICROPHONE

**Fewer singers. More speed.
More suspense.**



Twelve singers stand at numbered positions on the same stage. In front of them, a motorized microphone moves randomly along a rail. No one knows which contestant it will stop in front of.

When it stops, the contestant must sing immediately. If the singer forgets the lyrics or makes a mistake, the microphone moves to another number, and the next singer must continue from the exact point where the song was interrupted.

HOW IT WORKS

1. THE SINGERS

Each contestant earns points according to how far they progress in the song, their accuracy with the lyrics, their rhythm and their musical ability.

2. THE THREE JUDGES

Each judge may stop a performance. The decision can be challenged, and a majority of two judges out of three makes the final ruling. The fastest judge scores a point when the call is confirmed.

3. THE MICROPHONE GOES CRAZY

As contestants are eliminated, the singing turns become shorter, faster and less predictable. The microphone jumps from one singer to another within the same song.

When a judge presses the button, the microphone jumps, and the next singer must save the song.

ADIV Productions