

Develop a plan to create Duck Soup... The Restaurant Game as a tv game show. The setup costs should be relatively low.

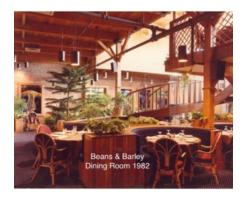
The meaning of DUCK SOUP is "something easy to do".

Many people think that the restaurant industry is Duck Soup. Not so.

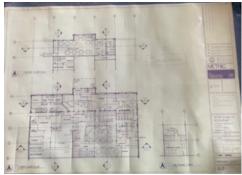


My brother, a La Varenne trained chef, came into the kitchen office after a stressful lunch and stated: "Someone should make a board game about this crazy business!" Well, that's what we did.

Duck Soup...*The Restaurant Game* is a board game that tests players' knowledge of food and beverage. It also reflects the nature of the business as indicated on the various squares and notes the goings-on of this industry. Staff is the key in this dynamic and exciting industry.







I designed, built, owned, and operated a 120-seat restaurant, a 60-seat bar, plus a 60-seat bistro in an old bottling plant. That was just the start of my foodservice career.

Duck Soup...The Restaurant Game would go to an exciting level as a TV game show.

There is nothing like it on TV. **Game Show Network** could take advantage of this opportunity to add a new view of the world of food and drink and the restaurant biz as well.

The set would be similar to other game shows based on board games such as Scrabble.

The host would control the game and move it along at a restaurant pace. Landing on squares would pop up the "instructions" of the square. The host could also prompt the players as needed. Each player 's staff board, duckats and values could be altered as to what is shown for a TV game show.

The large monitor would display the game board, 4 player staff boards, excellent staff and duckats on a big screen and the players would stand behind pedestals with their restaurant name and a clicker. This setup could be altered to add monitors and vary the views. It's a template to start with.



Another set design would be to have the game board centered at table height and the four players stand on each side. 3D would allow pop-ups when players land on squares. A good IT specialist could do some cool stuff. Tweaking the gameplay to accommodate this set would be required. This would reflect the original board game with upgrades.



These are examples of Restaurant Squares.

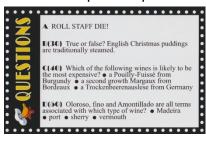


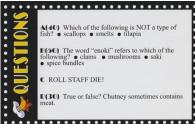






These are examples of questions.







Questions would be directed at all four players at the same time. This speeds up this action and adds an element that tests everyone equally. There are 900 questions, but adding more is important. Questions could also come in the form of a video or picture. Multiple-choice and true-or-false questions are important as the answers can't be argued. Discretionary viewing to be noted (alcohol questions).

Players would stand at a pedestal beside each other with a clicker facing the large video screen.

Start by creating a "restaurant name" posted on the player's pedestal and the video screen, which will be the player's user name. We used our parent's names on ours. "Chez Nadine Fine Dining" & "Bill's Bistro".

The restaurant industry is dynamic, and this show would reflect it. Competitive, educational and fun.

Check out the online Duck Soup game and rules created by students as a Capstone project.

https://tabletopia.com/games/duck-soup

https://c.tabletopia.com/games/duck-soup/rules/ducksoup-tabletopia-game-rules-v12/en

Plus my disastrous pitch on Dragons' Den (Shark Tank). Hello Kevin O'Leary.

https://www.cbc.ca/player/play/video/1.4334490

Tweaking the transition from board game to tv show would be required. The opportunity to animate the player moves and pop up of squares cannot be discounted. Minor changes to the rules may be required as well. An example is how many excellent staff are hired at the beginning and the number of duckats players begin with. This is a template. Enhanced graphics, moves & sounds would add to the gameplay. The opportunity to engage the food & beverage industry can't be discounted (advertising). Tournaments, Restaurant League, celebrities (Guy Fieri vs Bobby Flay vs Gordon Ramsay). Lots of possibilities.

