

EGOMANIA!

Created by
Gordon Castelnero

Dream World Enterprises, Inc.
32328 Oakley St.
Livonia, MI 48154
(734) 261-1956
drmworldent@yahoo.com

WGAW Registration
#896155

EGOMANIA!

Where egos are challenged by the madness of their mania!

How many times have you heard someone swear up and down that they are the “best” at something, but have yet to see them prove it? Are you sick and tired of listening to braggers who talk a good game, but never step up to the plate? For every egomaniac showoff out there (and we all know one) BEWARE!

Dream World Enterprises, Inc., an independent television production company, proposes the production of an original one-hour reality/game show entitled, *Egomania!* The goal of this unpredictably fun and unscripted comical new series is to watch the boosting and bruising of braggers’ egos as they’re put to the test in competitions of their own demise!

Contestants must sustain three rounds of competition in an event of their own choosing for a cash prize payoff and full bragging rights. So what exactly does this mean? Whatever event a bragger says he/she can do best, they must now prove it on national television. Constant variety is ensured because COMPETITIONS ARE UNLIMITED! They can be anything from bicycle racing to skateboard acrobatics...to skeet shooting...to baseball pitching...to rock climbing...to dancing...to music categories (such as drumming)...to who has the smoothest pick-up lines in a bar...to art of manipulation...and as the list goes on, the AUDIENCE WILL NEVER KNOW WHAT THEY’RE GOING TO SEE NEXT! Also, in addition to the freshness of unlimited competitions, the challenges are open to ANYONE AND EVERYONE!

EGOMANIA! – THE GAME

Do braggers truly have what it takes or are they full of hot air? Contestants will attempt to “save face” in three rounds of competition in an event that their grandiose ego has calculated for them. What they don’t know is...whom they’ll be competing against!

ROUND 1: In the first round, contestants will compete against a lightweight challenger, one whom they can most likely beat. This person can either be an audience participant or a friend/family member of the contestant. Why should the first round be so easy? Just like the \$100 questions on *Millionaire*, we want the contestant to advance to the next round so his/her ego can be inflated along the way. However, if the contestant loses the first round, he/she will be booed by the host and audience then sent away with their bulls**t walking, thus proving they *really* are full of “you-know-what.”

ROUND 2: After succeeding to round two, the contestant will now face a challenger (to be selected by the producers) of equal skill/agility. If the contestant wins, he/she advances to round three. But, should the contestant lose, they’ll be sent packing with nothing other than a bruised ego and an embarrassing comedic ribbing by the host...looks like you aren’t the genius you thought you were!

ROUND 3: Upon making it to the final round, the contestant is then propositioned by the host with an offer to accept half of the cash prize now and leave with a half-baked ego, or does he/she want to continue their “ego trip” straight to the promise land to win the grand cash prize and full bragging rights with a *superego*? If the contestant elects to take half of the money now, then they walk away branded as *half-baked* and suffer a little teasing by the host.

More than likely, if the ego feeding by the host is effective, the contestants will fall victim to their egos resulting in a competition against a challenger of superior skill/agility selected by the producers. If the contestant loses, they leave with nothing...too bad, thanks for playing. However, if they win...congratulations, you’ve won the grand prize and proved to the world that you really know how to walk the walk!

EGOMANIA! – ELEMENTS

HOST: One of the key elements to the success of the show is going to be the dynamic presence of a smart-mouthed host. Given the fact that our demographic audience is going to be predominately male, an Adam Carolla or Jillian Barberie type of persona is desired. It is imperative that the host be energetic, humorous, and possess the ability to effectively egg-on the contestants and rile the audience. THE HOST IS FREE TO INTERJECT RAW HUMOR AT ANY TIME!

CONTESTANTS: It’s true that everyone has an ego, but for the purpose of this show, the bigger, the better! Contestants can be drafted by their family/friends who’ve tolerated enough of their bragging and want to subject the contestant to a reality check, or an individual who thinks their “game” doesn’t stink, can apply themselves. Initially, an ad campaign needs to be devised to attract contestants via the Internet (the network’s web site), newspapers and magazines. Once the show airs, an *Egomania!* website and hot line should be established along with a tag at the end of the show to solicit future contestants.

CHALLENGERS: Depending on the nature of the competition, challengers for the first round will be selected from the studio audience or they may be someone from the contestant’s own environment, i.e., a friend/family member who desires to take a shot at them or perhaps a rival competitor from the local neighborhood. Selection must be determined on a case-by-case basis.

Second round challengers will be researched and chosen by the program’s producers. This group of challengers is to consist of individuals of equal skill/agility to that of the contestant. For example, if the contestant claims he/she has the absolute hottest dance moves ever (and they won round one), the next choice is to pit them against someone such as a local dance school instructor or a regional dance champion.

Third round challengers will certainly be the most interestingly colorful competitors, as they will comprise of seasoned/famed professionals in their fields. Example, if that previously mentioned egotistical dancer boogies their way into the final round and takes

the ultimate ego trip, then he/she must dance around an accomplished individual like famed choreographer/former *Dance Fever* host, Deney Terrio! It will be the responsibility of the show's producers to seek out and book the third round challengers.

STUDIO/AUDIENCE: This show is best produced and executed on a large studio stage, similar to the one used for NBC's *Dog Eat Dog*. It should be large enough to accommodate elaborate stunts, a live audience, multi-camera set-ups, and a large video screen.

REMOTES: Credibility of the contestants can only be maintained if they are caught on tape talking their smack in their natural environment. This provides the home and studio audiences with a "reality" window into the egos of the contestants. For this, remotes are necessary to capture the moment whether it's via hidden camera with their friends coaxing them or the contestants themselves flamboyantly proclaiming to be King of the Hill. The host does not appear anywhere within these segments.

These segments will be shown on the large video monitor facing the audience just prior to meeting the contestant on stage for round one.

****NOTE:** Any competition that cannot be reproduced in the studio (which may be far and few) will be executed by way of a remote setup with the inclusion of the host.

JUDGING: Any event that cannot be won by a point system, speed, knowledge, etcetera and has to be judged, the judging will be determined by the audience (with remote controls) or by a small panel of experts in the field of the event. Special panels comprised of a limited number of audience participants can also be assembled. **The nature of the event will warrant the type of judging that's necessary.**

EGOMANIA! – DEMOGRAPHIC/LONGEVITY

As briefly mentioned earlier in the host description, *Egomania's* demographic is chiefly the male audience ages 18 – 34. This show is perfect for the fans of wrestling, football, hockey, *Fear Factor*, *Dog Eat Dog*, or any other show combining fast action with tough sports.

Although total unpredictability is enough to constitute a good long run, just to go the extra mile, celebrity and championship editions will be produced periodically to enhance the show's flavor and ensure longevity!