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Tic tac dough dover ohio

Tic-Tac-DoughCreated byJack BarryDan EnrightDirected byEdward King, Hudson Fausett, Garry Simpson, Richard Auerback (1956–1959)Richard S. Kline (1978–1985)Dan Diana (1985–1986)[1]Michael Dimich (1990)[2]Presented byJack BarryGene RayburnJay JacksonWin ElliotBill WendellWink Martindale (1978–1985)Jim Caldwell (1985–1986)Patrick Wayne (1990)ExplainedBill WendellBill McCordJay Stewart (1978–1981)Charlie O'Donnell (1981–1986)Larry Van Nuys (1990) Theme music composerPaul Taubman (1956–1959)Hal Hidey (1978–1986)Henry Mancini (1990)Country of Origin United StatesInlishNo. episodes45 (CBS Daytime; 1978) 1,560 (1978–1986 Syndicated run) 65 (1990 Syndicated run)ProductionProducersHoward Felsher (1956–1959)Ron Greenberg (1978–1986)Allen Koss (1978–1986)Chris Sohl (1978–1986), 1990)[2]Production sitesNBC Studiosnew York, New York (1956–1959)CBS Television CityHollywood, California (1978–1980)KCOP/Chris Craft StudiosHollywood, California (1981–1984; 1985–1986)Production Group StudiosHollywood, California (1984–1985)Hollywood Center StudiosHollywood, California (1990)Running timeapprox. 22-26 minutes Production companyBarry & Enright ProductionsDistributorColbert Television Sales(1978–1986)ITC Entertainment(1990)Sony Pictures TelevisionReleaseOriginal networkNBC (1956–1959)CBS (1978)Syndicated (1978–1986), 1990–1991)Sound formatMonoOriginal releaseJuly 30, 1956 (1956-07-30) – 23. December 23, 1986 to December 23, 1986 Competitors answer questions in different categories and put their own symbol X or O on the board. [3] The show is produced by Barry & Enright Productions. Jack Barry, co-producer, was the original host of the 1950s version, followed by Gene Rayburn and then Bill Wendell, and Jay Jackson and Win Elliot also hosted the prime time adaptation. Wink Martindale hosted the network and syndicated version starting in 1978, but left the show to host and produce Headline Chasers and was replaced by Jim Caldwell, who hosted the 1985-86 season. Patrick Wayne hosts the 1990 version. Playing The goal of the game was to complete a line of three X or O characters with a standard tic-tac-toe board (with the reigning champion always using the X and going first). Each of the nine spaces on the board had a class. Competitors took turns selecting a category and answering a public interest or trivia question in this category. If they were right, they deserved an X or an O in that square; Otherwise, it still hasn't been redeemed. The central square, which is the most in the 1950s version, the competitor was given 10 seconds to think about the two answers needed to win the square (although in the 1950s version the competitor could opt out of extra time). After each question, the categories mixed into different positions (in the 1950s series and at the beginning of the 1978 revival, the categories only mixed after both competitors had turned). In the 1990 series, the categories were mixed before each contestant's shift began and the mix was stopped when the competitor under control hit its lock button. If it was impossible for either competitor to win on the line at some point, the match was declared a draw and a new game began. The process continued until the impasse had been broken, even though it took a long time. This meant it could take several episodes to finish the match, which happened quite often. Tic-Tac-Dough used a rollover shape to make this smooth. This meant that the match could start at any stage of the episode, continue to call time, and then continue playing in the next episode, where the game started with the same categories. On the board of the original 1950s series, cast iron drums (each containing the same nine categories) were used to display the subject categories, and underneath them were light screens pointing to X's and O's. When Tic-Tac-Dough was revived in 1978, the board had nine Apple II systems connected to individual computer monitors to represent each game screen, all linked to a centralized Altair 8800 computer with categories in addition to a mobile screen saver and custom messages. , X's and O's, bonus game numbers and amounts, and dragon. It was the first game software to use computerized graphics. [4] The 1990 series used a fully computer-generated installation on its board. In the original 1950s, Tic-Tac-Dough, the winner, played until he was either beaten or chosen to quit on his own. Another option was the Barry & Enright staple, which had been used in Twenty One, which is why it was important for a competitor to consider that he decided to play another game and lost. The new champion's initial victories would be deducted from the outgoing champion's total. In the 1978 CBS day series, the contestants played until they were either won or reached the network's total win limit of \$25,000. The syndicated series, which debuted in the fall of 1978, had no such limitation. This included the period from 1981 to 1984, when TTD was performed on CBS-owned stations. During that time, several competitors won far above the limit set for CBS stations at the time. In addition, in the 1978-1986 version of the 1978-86 season, each time a competitor defeated five opponents, he also won a new car. Adding money to the pot When the questions were answered correctly, money was added which went to the winner: Verson Center Box Outer Box 1956–59, NBC Daytime \$200 \$100 1957–58, NBC Nighttime \$500 \$300 1978, CBS Daytime \$200 \$100 from 1978 to 1986, Syndicated \$300 \$200,1990, Syndicated \$1,000 \$500 In the original series, the same nine categories were used for the entire match, regardless of the number of games played and/or episodes played. In all subsequent series, each new game had a different set of nine categories. If there were ties in the original or first syndicated series, the pot was carried to each of the next games until someone won. In the 1990 series, the pot was not supported by a draw. Instead, the values of the outer drawers increased by \$500 and the average box by \$1,000 until the tie snapped. For every draw game before losing, the losing challengers received \$100 in the 1950s version and \$250 since 1979 in 1986. The champions, who eventually lost the match after a draw, did not receive any extra money. In 1978, CBS differences in the CBS summer season were game differences. The categories were mixed at the beginning of the game and then only before the champion (playing as X) chose the category. The challenger had to choose from the remaining categories after the champion's turn. After mixing, some categories had a black background instead of blue. If you select a category with a black background, either competitor can call and respond regardless of who selected the category. Unlike the 1950s series and the next syndicated series, tie games didn't create a pot strain or new categories. Instead, the last jump question was asked, and whoever answered it correctly won the game and progressed to the bonus game. The Jump-in format was later used during syndicated versions in Jump-In Category format (see Special categories below). Special categories The use of special categories in red boxes (red letters in the 1990 version) began with the syndicated version in 1980. Initially, only one special category was used (starting in the lower right pane, later in the lower middle pane) per game. In the end, two appeared for each game (one in the upper middle, the other in the lower middle at the start), then three of these appeared per game (upper middle, center right and lower middle box to start the game). The categories then mingled like normal categories, although the special categories never blended into the center box. Auction – A question with several answers was read to competitors. Competitors took turns offering how many correct answers they could name until either the competitor postponed their opponent or decided to name all the answers in the list. If the winner fulfilled the offer, the competitor won the box. If not, the other competitor only needs to give one more right To win the box. Bonus category – A three-part question was asked, which, when answering correctly, gave the competitor a new twist. Classes were mixed before the extra translation; As a result, it was possible for the champion to win the game in his first turn by repeatedly selecting this category. If that happened, the challenger was recalled to compete in the next game. Challenge category – A competitor who has selected this category can answer a question or challenge their opponents to answer. If the steer gives the correct answer or the opponent gives the wrong answer, the competitor that selected the category won the box. Double or Nothing – If a competitor answered the question correctly, they can either hold the box or try to earn another box. If the rival didn't succeed, he lost both boxes. Later, the rule changed so that competitors no longer had the opportunity to hold the first box, so they had to take the risk. When this category was selected, the table did not mix after answering the first question correctly. Big question – This category replaced the Secret Category (see below). The correct answer added \$1,000 to the pot. It's a dilemma – the contestant heard the question and could ask for up to five clues; however, the opponent decided who answered the question. Jump-In Category – The contestants used buzz in front of them to call and answer the question. The correct answer won the box, but the incorrect answer allowed the other competitor to win the box by hearing the whole question. In the 1990 version, the category name was associated with a common topic or Who?, What?, Where?, etc. Number Please – Competitors were asked a question with a numerical answer. The competitor who chose the class guessed the answer and the opponent guessed whether the correct answer was higher or lower. If the opponent was right, they won the box, otherwise the first competitor won. An accurate guess about

the number automatically won the box for the first competitor. Opponent's choice – The competitor answered a question about one of the two categories that the opponent chose for them. In the period 1985-1986, there was one question in one category and two in the other. Play or pitch – The competitor had the opportunity to skip the first question and answer the second. Secret category - This was the first red category of the exhibition, which first appeared in the lower right corner at the beginning, then appeared later at the bottom at the beginning. The subject of the secret category was announced by the host only after it was selected. The correct answer to this category doubled the value of the pot. This category was eventually replaced by a big question (see above). Seesaw – A question with several answers was read to both competitors. Competitors by giving correct answers until one competitor gave the wrong answer, repeated the answer or couldn't come up with an answer, and the opponent won the box unless the opponent could answer, which left the box unclaimed. You can also win the box by providing the last correct answer. Showdown – Contestants were asked a two-part question with buzzers ringing. The first competitor answered one part of the question. One competitor answered second. If one of the competitors was right when the other was wrong, then the competitor who answered correctly won the box. Otherwise, further questions were asked until the box was granted in this way. Take Two – There were two clues. The competitor was able to respond after the first tip, but to get the second hint he first had to give the opponent a chance to respond. Three wins – both contestants were asked several buzz-in questions, and the first answered three correctly, winning the box. Top Ten – A question with ranked answers was asked. The competitor who opted for a higher-level response won the box; However, if the first contestant gave the best answer, he won the box automatically. Renamed Top This in the 1985-86 season. Trivia Challenge – A question with three multiple-choice answers. The competitor decided to respond first or postpone his opponent. Regardless of who started, if the competitor was wrong, his opponent could choose from the remaining answers. If the opponent guessed wrong, the box went unclaimed. Renamed Trivia Dare in the 1984–85 season. Bonus round The bonus round was introduced in the 1978 version, which allowed the winner of the match to beat the Dragon. CBS (Summer 1978) CBS' summer run in the bonus round had four X's, four O's and one dragon hidden inside nine screens. The X's and oss were scrambled so that one of the symbols formed Tic-Tac-Dough. For each X and O revealed by the competitor, \$150 was added to the pot. The competitor won the money and prize package for finding the Tic-Tac-Dough line, but was able to stop and take the money at any time. Finding the dragon ended the round and lost all the money in the pot. If a dragon was found, the same prize package was at stake throughout the episode until it won. Syndication (1978–1986) On a syndicated run, the squares included the words TIC and TAC, as well as six dollars: \$100, \$150, \$250, \$300, \$400, \$500 (originally \$50, \$150, \$250, \$350, \$400 and \$500). The remaining box hid the dragon. The idea was for a competitor to raise \$1,000 or more. If successful, the competitor won a cash and rewards package, usually consisting of furniture, travel, jewellery equipment totaling between \$2,000 and \$5,000. For the first five seasons, the same prize package was at stake throughout until won, but this was converted into a different rewards package for each bonus round for the last three seasons. The competitor won automatically by revealing TIC and TAC (in which case the competitor's cash amount was also increased to \$1,000). However, if the competitor found the dragon, the game ended and the competitor lost the prize package and the accumulated money. A competitor can quit at any time, take the money and give up the prize package. For a short time in 1983, a competitor had to raise exactly \$1000 or find a TIC and TAC, but this was quickly removed. Dragon Finder In 1983, members of the studio audience were invited to play a special Dragon Finder whenever a bonus round was won or a competitor stopped early. The remaining numbers in the table were not immediately disclosed; Instead, a member of the audience is chosen to choose which number hid the dragon. If that person could not find the dragon, another member of the audience will be asked to select one of the remaining numbers. The prize for finding it was originally flat at \$250, but was later increased by \$50 for each erroneous guesswork. When the change was made to invite two audience members to alternately dial numbers, the losing member received \$50. Syndication (1990) The short-lived 1990 syndicated series used a bonus round similar to the 1978 CBS Bonus Round, in which the champion played with cash and merchandise prize. However, there were several significant differences. One was that the competitor chose between X and O as the symbol of the round and hoped to finish the Tic-Tac-Dough row with this symbol. In addition, an armoured knight named dragon killer was added to the board and his discovery led to automatic victory. It was not always possible to complement Tic-Tac-Dough with a symbol selected by a competitor, both because of the mixing and distribution of symbols. For example, mixing, which was stopped manually by a competitor, could leave competitors without the Tic-Tac-Dough option for the symbol of their choice; Sometimes a competitor may not have enough symbols on the board to perform one, or the mix placed their symbol on the board so that they could not connect, regardless of which symbol was selected. In these cases, a competitor can only win a prize by finding a dragon killer. For their first symbol, which the contestant found, they got \$500. Everyone found after that doubled the pot. If the competitor finished Tic-Tac-Dough, he won the prize and whatever money was in the pot. Finding the dragon killer doubled the pot, and if he was found without money in the pot, the competitor won \$1,000. As before, finding a dragon at any time ended the round and cost the competitor everything. About seven weeks after the run, the dragon and the killer described in a short rap song when host Wayne introduced them. Record wins When competitors were able to play until the loss, several Tic-Tac-Dough competitors were able to win more than \$100,000 in the program. Over a nine-week period in 1980, Thom McKee defeated 43 opponents to win eight cars and take home \$312,700 (with other bonus game prizes), including more than \$200,000 in cash, which was a record at the time. In one game, McKee broke the winning record for the biggest pot in the match, reaching \$36,800 after four tie games against challenger Pete Cooper. [5] In 1983, when a station owned and operated by CBS in New York acquired the right to broadcast the syndicated Tic Tac Dough, the network realized that showing the game show without a profit cap on the station it owned violated its own broadcasting standards and practices. CBS asked Tic Tac Dough products to set a \$50,000 pay limit, and the show complied with that request. McKee's winning record was until 1999, when Michael Shutterly won \$500,000 in cash on Who Wants to Be a Millionaire. Broadcast history 1956–1959 Tic-Tac-Dough premiered on NBC Daytime TELEVISION on June 30, 1959. Starting September 12, 1956, Barry began hosting Twenty-One at Primetime. The show was initially on Wednesday evenings, but quickly moved on to Thursday nights. At this point, Gene Rayburn started hosting Tic-Tac-Dough on Fridays. Twenty One later moved to February Monday nights in 1957, and Barry again hosted the show all day of the week. Barry left the show and was replaced by announcer Bill Wendell on June 6. Wendell will host the show until Bill McCord's October 23, 1959. The coloured night version[7] was played with higher stakes between 12 September 1957 and 29 December 1958. Jay Jackson was the original host, and Win Elliot replaced him on July 2. Johnny Olson was both a presenter and announcer at various points in this version. [2] Quiz Series Scandal Main article: 1950s quiz series scandals Daytime show with host Jack Barry, 1957. In August 1958, the cross-network hit show Dotto was canceled after network and sponsorship executives discovered the game had been rigged, and when newspaper headlines exploded with confirmation that ousted Twenty One champion Herb Stempel's claims of rigging the show, major money quiz shows began to sink into ratings and disappear from the air as the scandal escalated. Tic-Tac-Dough did not go unharmed before it was cancelled. The April 3, 1958 episode in which U.S. military serviceman Michael O'Rourke won more than \$140,000 became one of the central topics for a federal grand jury investigating the fixing of a quiz. The run. While Jay Jackson was the host. Jackson himself was never implicated in any wrongdoing, and had left the show long before the quiz investigation began, but he never hosted a television show again. The same could not be said of Tic-Tac-Dough producer Howard Felsher. Felsher was responsible for all aspects of the production of the programme, including the selecting of competitors. One of them, 16-year-old Kirsten Falke, auditioned as a folk singer. This led him to the office of Tic-Tac-Dough producer Felsher, who gave Kirsten the answers and tips to win on the show and a promise to showcase her talent and sing. He asked for his classes in the wrong order and walked away with a measly \$800 as a result. The grand jury was subpoenaed to testify, and Felsher asked her to lie. Felsher admitted to Congress that he had urged about 30 former show contestants and all of his production staff to lie to the grand jury and that he himself had lied under oath. Felsher also estimated that about 75 percent of the nocturnal Tic-Tac-Dough run was rigged. Felsher was fired in the fallout from the NBC quiz show scandals[8], but later resended as a producer of Goodson-Todman Productions in the 1970s and 1980s. The daytime show didn't make a difference, and presenter Gene Rayburn's career was completely unscathed. After Tic-Tac-Dough, Rayburn went to Goodson-Todman, where he started 31st. From 1978 to 1986, nearly two decades after its original cancellation, the game was reborn when CBS' new Tic-Tac-Dough gave it a seat on its daily schedule. The series lasted from 3 July to 1 September 1978 at 10.m. East/9:00 a.m. .m. The center replacing Pass the Buck, hosted by Bill Cullen. Coincidentally, that time period had been in use from September 1972 to June 1975 with the original version of Barry's Joker Wild. However, CBS TTD ran for only nine weeks because its competition on NBC, card sharks, was very popular. It was replaced during the daytime repetition of All in the Family, which had been going on during the CBS daytime for about two months. When IT was withdrawn by CBS, TTD averaged 3.9/21 on July 28. [9] TTD was one of CBS' numerous failed attempts to find a suitable lead for The Price is Right, which by then was a daytime facility. It wasn't until The New \$25,000 Pyramid and Press Your Luck arrived in 1982 and 1983 that the network finally succeeded. The nocturnal version, previously scheduled for September 18, premiered at the premiere, where it aired on some markets as a joker companion series that went into the off-network version of the previous season. The situation was almost identical to Barry and Enright's break the bank game wrapped in 1976, which was hastily put on after it was cancelled by ABC just three months into the day to expand two network day series; the syndicated version ran from 1976 to 1977. Wink Martindale hosted Tic-Tac-Dough for its first seven seasons and then left on May 24, 1985 to host her new creation Headline Chasers. Jim Caldwell took over as host on September 23, 1985 and hosted the series until the finale on May 23, 1986. Jay Stewart served as an announcer for the first three years. Charlie O'Donnell replaced Stewart in 1981. Occasional replacements for those announcers included Johnny Gilbert (including the syndicated premiere), Bob Hilton, Mike Darrow, John Harlan and Art James. Martindale noted in an interview that while the CBS version began showing Barry & Enright Productions, it secured a spot for the broadcast of the syndicated version that began in the fall. The CBS version ended due to poor ratings, but the syndicated version pulled in big numbers and resulted in an eight-year run. During its eight-year run, the show used its theme song Crazy Fun, composed by Hal Hidey. From 1978 to the end of 1980, the show was recorded on CBS Television City in Hollywood in studio 31 and in studio 43 at different times. [10] From 1981 until 1984 and again for the closing season from 1985 to 1986, the show was recorded at the studios of KCOP (also known as Chris Craft Studios). The 1984-1985 season was recorded at The Production Group Studios, while Chris Craft Studios was about to be renovated. From the beginning of 1979, every Friday was Hat Day, where Martindale received hats from viewers to show at the end of the show. Some were winter hats, and some even covered the exhibition (such as a picture of a dragon). He also wore hats to The Las Vegas Gambit's Friday shows, which he also hosted on NBC at the time, requiring Martindale to travel between Los Angeles and Las Vegas for more than a year. Designed by Bob Bishop of Apple Computer, Inc., the board[11] was piloted by nine Apple II computers, each responsible for displaying one board box and in turn controlled by the Altair 8800 system. It was one of the first operating rods in computer graphics for a television show. 1990 Logo from the syndicated version of 1990, as seen when the show was re-released in the United States. The second syndicated revival of the series premiered on September 10, 1990. Its theme music was composed by Henry Mancini, his last television theme song. The series was Barry & Enright Production (the company's last) and was distributed by ITC Entertainment. As noted above, Patrick Wayne hosted, while Larry Van Nuys announced the replacement of Art James by two weeks. The 1990 revival was one of four game shows premiering on September 10, 1990, with a total of five season premieres. Like the other four series, however, Tic-Tac-Dough couldn't find an audience. The series was The first of five canceled episodes, which aired as the last new episode on December 7, 1990, after 13 weeks. Three months of re-ensues followed and the show aired for the last time on March 8, 1991. International versions of Tic-Tac-Dough are one of three Barry-Enright game programs known to have foreign adaptations, the others being Twenty One and Concentration. Country Name Host Channel Year Aired Australia Tic Tac Dough Chuck Faulkner Nine Network 1960–64 Germany Tick-Tack-Quiz Fritz Benscher ARD 1958–67 Tic-Tac-Toe Michael Goofy Förster RTL plus 1992 Honduras X-0 da Dinero Salvador Nasralla Televiscentro 1990–present Indonesia Tak-Tik-BOOM Dede Yusuf RCTI 1992–98 Charles Bonar Sirait (Season 2) 2010 Arie Untung (Season 3) Spain XO da dinero Juan Vinas TVE 1959–60 United Kingdom Criss Cross Quiz Jeremy HawkBarbara Kelly ITV 1957–67 Junior Criss Cross Quiz Jeremy HawkChris KellyBob HolnessMike SarneChris HowlandGordon LuckPeter WheelerBill GrundyDanny BlanchflowerBarbara Kelly United States Tic Tac Dough Jack Barry (1956–58)Gene Rayburn (1956–57, Fridays only)Jay Jackson (1957–58, Primetime)Win Elliott (1958, primetime)Bill Wendell (1958–59) NBC 1956–59 (The New) Tic Tac Dough Wink Martindale CBS Summer 1978 Tic Tac Dough Wink MartindaleJim Caldwell Syndication 1978–851985–86 Patrick Wayne 1990 References ^ The New Tic Tac Dough (1978-1986) - Full Cast & Crew IMDb.com. 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