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### **“Why Should I Pay You?”**

I (George Halitzka) am a freelance writer and theatre artist – that’s how I pay the rent. I depend on earning an income from my creative work. Besides, the law requires that you must have the author’s permission to use his/ her writings. (Trust me – I’m far too nice of a guy to rip off.)

### **“When Do I Owe You Money?”**

If you read over this script and it doesn’t fit your needs, you owe me nothing! However, if you choose to perform it, *whether or not admission is charged*, then you owe me a few bucks.

### **“What Does the Purchase Price Get Me?”**

In short, you get the rights to perform the script as many times as you would like within the context of one school, church, or nonprofit organization. You may also make as many photocopies as necessary for production purposes (e.g., to distribute to your actors). The fine print follows.

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### **“How Do I Send the Money?”**

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*The* not-so-  
*Newlyweds*  
*Game*

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***An Interactive Game Show for Couples***  
***By George Halitzka***



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***“The Not-So-Newlyweds Game” was first presented at the Highland Vineyard Church (Louisville, KY) on February 14, 2009 by George and Julie Halitzka.***

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# *The* not-so- *Newlyweds* *Game*

## PRODUCTION INFORMATION

### ABOUT THE GAME

“The Not-So-Newlyweds Game” is an interactive game show that challenges married couples to serve their spouses! Ordinary couples from your church will be chosen as contestants to answer funny yet challenging questions about marriage. If the husband and wife agree with each other, they win points. This unique, interactive format makes “The Not-So-Newlyweds Game” perfect for couples’ retreats, marriage seminars, adult Sunday School classes, or any church event that involves married couples. As an added benefit, it can be presented with only one performer/emcee and minimal rehearsal time. *The game’s running time is approximately 15-20 minutes.*

### WHAT YOUR PRODUCTION PACKAGE INCLUDES

You can download all of the resources listed below from [www.dramabygeorge.com/nsn](http://www.dramabygeorge.com/nsn). Licensed copies of the script contain the required password.

- 1. The Master Script.** All dialogue and technical cues for “The Not-So-Newlyweds Game” are included in the document you’re reading right now—the Master Script.
- 2. Contestant Questionnaires.** You’ll give these documents to the contestants, to be completed before the game begins.
- 3. Cue Cards.** The Host has cue cards to help him/ her stay on track.
- 4. Media Resources.** You can download a professionally-designed PowerPoint® presentation (containing all of the questions for use during the game). The presentation also includes theme music. If you have a wireless presenter’s remote, the Host can run the game by himself, triggering all of the slides and music cues using the remote.

### GETTING READY FOR THE GAME

“The Not-So-Newlyweds Game” can be presented with very little preparation and only about one hour of rehearsal time! Here’s how to get ready for a successful production.

- 1. Choose a Host.** Pick someone who's comfortable in front of an audience (maybe it's you). The person will need a copy of the Master Script and Cue Cards in advance. Give your Host the freedom to improvise! The only thing that should be read verbatim are the questions. Everything else should be adapted to the host's personal style, using the written script as an outline. *(Note: You can also ask someone to be an Announcer, assisting the Host. It's not hard to designate portions of the Host's dialogue—for example, introducing the contestants and revealing the prizes—to be spoken by an Announcer. The Announcer can also keep score for the game.)*
- 2. Pick your contestants (two married couples).** As with your Host, choose people who are comfortable in front of a crowd. You might ask them a few days in advance to take part (but don't let them see the questions!), or simply ask two couples to participate when they show up at your event.
- 3. Gather props and set the stage.** You'll find a complete props list on the next page.
- 4. Hold a rehearsal.** Have your Host run through the entire script 2-3 times (without the Contestants present). Make sure he/ she practices *at least* once with the PowerPoint® presentation, music, and microphone. Take the time to answer any questions he or she may have.
- 5. Take your contestants backstage.** On the Big Night, take your contestants backstage about fifteen minutes before the game starts. Explain how the game is played and give them the Contestant Questionnaires to fill out. (See detailed instructions below under "Preparing Your Contestants.") Be sure to give each contestant's "General Questions" page to the Host before the game starts.
- 6. It's show time!** Cue up the PowerPoint® and let the game begin . . .

If you have questions as you prepare for the game, please feel free to contact the playwright, George Halitzka: [george@dramabygeorge.com](mailto:george@dramabygeorge.com).

### PREPARING YOUR CONTESTANTS

On the questionnaires, each contestant will answer some questions about him or herself. Explain the questionnaires as follows: "Please take a few minutes to fill out this questionnaire before the game starts. During the game, we'll ask your spouse these same questions out loud. So, if we ask you whether you like brussel sprouts on the questionnaire, we'll ask your spouse the same question onstage. If her verbal answer agrees with the one you wrote down, you get points."

During the game, the contestants will hold up large letter placards (A, B, C, or D) to indicate the responses they gave to each query in the "Game Questions" section of the questionnaire. They're on the honor system not to change their answers after writing them down! (Speaking of the honor system, be sure to separate the husbands from the wives while they fill out their questionnaires. You don't want them talking about their answers before the game starts.)

Once the contestants have completed their questionnaires, collect the "General Questions" page from each person and give it to the Host, who will use that information to introduce the

couples. The Contestants should hang onto the “Game Questions” page and letter placards (A-B-C-D), which they’ll use during the show.

## WHAT YOU NEED

Here’s a complete list of the people and supplies you’ll need for your performance of “The Not-So-Newlyweds” Game. On the next page, you’ll find a suggested stage setup diagram. (The diagram includes a place for the optional Announcer.)

### PEOPLE

- 1 Host (actor).
- 1 Announcer (actor)—optional. If you don’t have an Announcer, you may want to ask someone to sit in the audience and help the Host by keeping score.
- 2 Couples—Husband and Wife (contestants).

### SUPPLIES

- 1 computer running Microsoft® PowerPoint® 2003 or later, or the *free* PowerPoint® Viewer (downloadable from the Microsoft® website). The computer must have a VGA cable (or equivalent) connected to your video projector, and a sound cable connected to your house sound system. (Many computers have a 1/8” headphone jack as their only sound output—you will need an adapter to connect it to your sound board.)
- 1 video projector with screen.
- Wireless presenter’s remote (optional). If you don’t have a presenter’s remote, someone will need to sit at the computer to advance the slides for the Host.
- 2 stools.
- 1 music stand (if you use an Announcer).
- 2 microphones with stands (connected to the house sound system)—add 1 additional mic if you use an Announcer.
- 1 wireless handheld microphone or lavalier (connected to the house sound system).
- 1 broom.
- 1 large mixing bowl (basin).
- 1 large bath towel.
- 1 (clean) toilet brush.

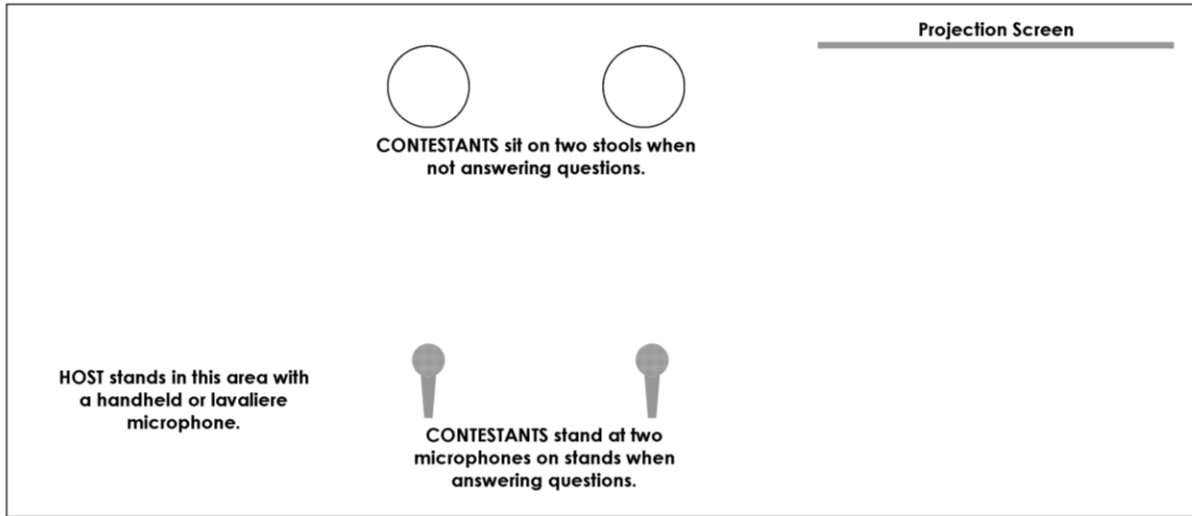
### DOWNLOADED MATERIALS

You can download all of these resources from [www.dramabygeorge.com/nsn](http://www.dramabygeorge.com/nsn). Licensed copies of the script contain the required password.

- 1 copy of this Master Script (for the Host). Make an extra one if you use an Announcer.
- 1 set of Cue Cards for the Host.
- 2 copies of the Husband questionnaire.
- 2 copies of the Wife questionnaire.
- 2 copies of the A-B-C-D letter placards (one set for each couple).
- “The Not-So-Newlyweds Game” PowerPoint® presentation. *You must copy the PowerPoint® file to your hard drive before running it.*

## STAGE DIAGRAM

(Includes information for the optional Announcer)



ANNOUNCER stands at a music stand with a microphone.



↓ The AUDIENCE sits out here. ↓

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# The not-so- Newlyweds Game

## MASTER SCRIPT

*The PowerPoint® presentation starts on 01<sup>1</sup> (blank slide).  
As the Host enters, advance it to slide 02#.*

Tonight, we're going to find out if servanthood in marriage ever lasts a lifetime . . . right here on "The Not-So-Newlyweds Game"!

Good evening. I'm your host, [\_\_\_\_]. 05 We all know how marriage usually works. While we're dating, we'll do *anything* to impress that Special Someone. We'll open doors, drive a thousand miles to see them . . . even give foot rubs. But once the reality of married life begins, everything changes! 06 We go from "How can I help?" to "Where's my dinner?"

07 So tonight, we're going to find out if a servant's heart for your spouse can last forever. We'll pit two ordinary couples from our church against each other for a friendly competition. Let's meet our contestants!

*Contestants come to the stage as they are introduced.  
Men sit on the stools; women stand at the microphones.*

Our first couple has been married [\_\_\_\_] years. They met when [\_\_\_\_]. Today, we call them Mr. and Mrs. [\_\_\_\_]! Our second couple's first date was at [\_\_\_\_]—and the rest, as they say, is history. They've been enjoying wedded bliss for [\_\_\_\_] years. Their names are Mr. and Mrs. [\_\_\_\_].<sup>2</sup>

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<sup>1</sup> Highlighted numbers (e.g., 01) refer to slide numbers in the Not-So-Newlyweds PowerPoint® presentation. When letters are included (e.g., 08A), they denote a separately-animated element on the same slide. Slides with a number sign (e.g., 02#) trigger a music cue. A few slides advance automatically (03, 04, 37, and 39-48)—these numbers are not included in the script.

<sup>2</sup> The information needed to fill in these blanks comes from the "General Questions" page in the Contestant Questionnaires, which the husbands and wives completed before the game began.

Contestants, you know how the game is played. We're going to start with the husbands in back on the stools and the wives at the microphones. **08** In Round One, we'll ask you ladies five questions about your husbands—questions that your mate's already answered backstage.

Wives, if your response *agrees* with the one your hubby has already chosen, you'll both earn ten points. If you disagree, *no* points. Remember: we aren't looking for the most "spiritual" answers. We want to know how things *really* work at your house. Now, let's kick off Round One in "The Not-So-Newlyweds Game"!

**09** 1. Your hubby promised to give his son a ride to soccer practice today. Where will you find your Main Man when it's time to leave?

**10** A. The couch, with a "sudden migraine."

**10A** B. The minivan, waiting for his little man to grab his cleats.

**10B** C. In front of the TV, needing a gentle reminder.

**10C** D. On his hands and knees, begging you to drive the kid.<sup>3</sup>

**11** 2. Your hubby's been saving for a giant-screen TV, and he finally has enough cash to buy it! But then your family gets some bad news: your daughter needs braces. What will Dear Husband do?

**12** A. Sacrifice his TV for the Greater Good.

**12A** B. Bring out his pliers. Who needs an orthodontist?

**12B** C. Charge the TV on his credit card.

**12C** D. Start using Junior's buckteeth for a can opener.

**13** 3. Your church is looking for volunteers to clean and wax the floors. What will your honey say when they ask for his help?

**14** A. "Isn't that what the pastor does all week?"

**14A** B. "9:00 Saturday? I'll be there."

**14B** C. "I'm busy that day, but the wife loves to wax!"

**14C** D. "No hablo ingles."

**15** 4. Your darling husband has a terrible cough tonight, and it's keeping you up. How will he respond when you tell him you can't sleep?

**16** A. "Sleep in the living room if you don't like it."

**16A** B. "Could you go to the store and buy me cough drops, honey?"

**16B** C. "Sorry—I'll head for the couch."

**16C** D. "Misery loves company. Here, let me cough on you!"

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<sup>3</sup> The Host will should first get a verbal answer from both Wives standing at the microphones. Then, he will ask the Husbands on the stools to hold up a letter placard (A, B, C, or D) to reveal the answer they chose backstage on the questionnaire. If their answers match, the couple receives 10 points.

- 17 5. You had to stay three hours late to finish a project at work. What are the first words the love of your life will say when you walk in the door?
- 18 A. "Where's my dinner, woman?"
- 18A B. "I made something special when I noticed you were late. Would you prefer *filet mignon* or *chicken cordon bleu*?"
- 18B C. "Oh, no—she's home! Son, I told you not to play football in the house..."
- 18C D. "You're late? I didn't notice; the playoffs are on."

19# That's the end of Round One! Let's check our scores. In first place with [ ] points, it's Mr. and Mrs. [ ]. Coming in second, Mr. and Mrs. [ ] have [ ] points.

*Wives move back to the stools. Husbands come forward to the microphones.*

That's how things stand right now, but it could all turn upside down in Round Two! 20 Ladies, this is where we send you to the stools and bring your hubbies to the microphones. Then just like in Round One, I'll ask five questions. Men, you'll receive ten points each time your answer agrees with the one your wife picked before the game. Let's begin Round Two of "The Not-So-Newlyweds Game"!

- 21 1. Your honey promised to conquer the Living Room Laundry Mountain on Saturday. When will that pile of clothes *really* get folded?
- 22 A. Just before company comes.
- 22A B. When she makes the kids do it.
- 22B C. On Saturday, as promised.
- 22C D. When the airport opens a new runway for pigs.
- 23 2. It's time for Boys' Night Out! You tell your Darling you want to watch football with your fellow Neanderthals this weekend. What will she say?
- 24 A. "Why, honey...I never knew you had a death wish!"
- 24A B. "Only if you watch the kids for Bingo Night."
- 24B C. "Go ahead. I know you need some Man Time."
- 24C D. "Can I come?"
- 25 3. When the local Christian radio station sponsors a Shoe Drive for Nigerian orphans, how will your wife respond?
- 26 A. Donate everything in her closet except one pair of *black* and one pair of *brown* shoes.
- 26A B. Say, "I *need* eight pairs of orange pumps!" (and keep 'em all).
- 26B C. Give away the 13 pairs she wears less than once a decade.
- 26C D. After prayer and fasting, donate the 5-inch mauve heels that kill her feet.

27 4. You're trying to save some cash by doing your own oil change. If you need help from your Soulmate, what are your chances of getting it?

28 A. Wife helping with car = Husband sleeping on couch.

28A B. Only if it won't mess up her hair.

28B C. She'll do whatever you need.

28C D. She'll help...when the Cleveland Browns win the Superbowl.

29 5. You and your snookums were planning a weekend spa getaway—until 5-year-old Katie came down with a fever. You've both been looking forward to this for months. What will the wife do now?

30 A. Cancel the reservations and stay home with her little bundle of joy.

30A B. Give Katie two Tylenol and send her to Grandma's.

30B C. Play nurse for one night, then go to the spa on Saturday.

30C D. Leave you with Katie while she visits Juan the Masseuse.

31# And that brings us to the end of Round Two! Let's check scores again. In first place with [ ] points, it's Mr. and Mrs. [ ]. Following behind are Mr. and Mrs. [ ] with [ ] points—but they could still catch up during our bonus round.

32 Our Bonus Round has only one question—but it could be worth up to *forty points* for each couple! So this round may decide the entire game.

Contestants, you'll be answering this last question *for yourself*. You get points based on the answer you give, *not* whether you agree with your spouse. So just be as honest as you can. Let's bring all of our contestants to the microphones as we take a look at our Bonus in "The Not-So-Newlyweds Game."

*All contestants step up to the microphones.  
Each person answers the Bonus question verbally.*

33 When you do something nice for your spouse, what is most frequently your *real* motive?

34 A. Trying to live up to my wedding vows.

34A B. I feel good when I love my mate the way Jesus does.

34B C. Usually, I'm digging myself out of trouble.

34C D. I get more nooky that way!

Well, the answers are in—now let's find out what they're worth. Our contestants who answered C or D get zero points. As for the folks who chose B—feeling good when they love their spouse like Jesus—we'll give them ten points. Everyone should strive for Christlike love! Still, there's a key phrase in answer B that we have to consider—"*feeling good*" about caring for our mates. The reality is, we don't always *feel* like being nice! Sometimes, it's only our wedding promises to honor and cherish (no matter what) that keep love alive. So we want to reward our contestants who are striving to live up to their vows with Answer A. We salute their commitment with twenty points!

**35** Now, here are the final scores for “The Not-So-Newlyweds Game”: In second place, Mr. and Mrs. [ ] have [ ] points. And tonight’s winners, with [ ] points . . . It’s Mr. and Mrs. [ ]! Let’s find out what you’ve won.

**36#** It’s our Servanthood Prize Package! You’ll love cleaning up after the family with your new Budget Vacuum Cleaner, polishing your own royal throne with our Bathroom Sanitation Kit, and best of all, washing your spouse’s feet with your brand-new Basin and Towel! Your Servanthood Prize Package is worth a grand total of Crowns In Heaven, compliments of your Savior, Jesus Christ.

So for tonight’s couples, it looks like a servant’s heart really can last a lifetime! We pray that it does in your marriage as well. I’m [ ]. We’ll see you next time on “The Not-So-Newlyweds Game”! **38#**

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