

Unlikely Pairs

Choose any of these unlikely pairs—two celebrities or interesting people who were alive at the same time, but you wouldn't have guessed it!—to embody as your characters. Points will be assigned according to the criteria listed below. Use a minimum of two character pairings to accomplish any 2 goals. Pairs must interact with one another! Each pair has a list of bonuses that can be used once over the course of the judge puzzle.

Pablo Picasso+Gwyneth Paltrow

- +2 points if GP convinces PP to try GOOP
 - +1 point if GP convinces HQ to try GOOP
- +1 point for knowledge of Picasso work

Charlie Chaplin+50 Cent

- +3 points for reference to classic Charlie Chaplin stunt/film
- +1 point for a Fiddy lyric dropped in without HQ noticing

Orville Wright+Neil Armstrong

- +2 points for petty one upmanship that continues through the whole scene.

Winston Churchill+Brad Pitt

- +2 points for creating romantic tension between WC and BP

Paul Revere+Karl Marx

- +2 points if either convinces the other to change their views on the US

Goals:

Invent a scene from a fictional buddy cop movie - Needs 10 points to be completed

- +1 point for movie title with an awful pun
- +2 points per mustache
 - -1 point for every mustache that falls off
- +1 point per pair of aviator sunglasses
- +2 points if both individuals vigorously chew imaginary tobacco for duration of scene
 - -10000 points if there is real tobacco
- +1-3 points (at HQ discretion) for a witty and relevant one-liner

- +2 additional points for a one-liner that becomes the catchphrase of the movie
 - +1 point if the catchphrase relates to the movie title
- +3 points for having and subsequently resolving a petty conflict between the partners
 - +3 points if it resolves with “maybe we aren’t so different after all”
 - +1 point for synchronization

Blind date - Needs 12 points to be completed

- +2 points for awkward greeting
- +1 point for creative setting (HQ discretion)
- +3 points for bringing real food for the blind date scene
 - +5 points if HQ gets to eat the food
- +2 points per instance of wacky sitcom hijinks (mistaken identity, one character overhears something they weren’t supposed to, etc.)
- +3 points for a disastrous but ultimately inconsequential ending
 - -3 points for an overall pleasant evening
 - +2 points if one character believes it went well and the other thinks it went *horribly*
- +5 points for any impressive instance of pickpocketing, whether of civilians or the date

Spy vs. Spy - Needs 8 points to be completed

- +2 points if scene is completely silent
 - +1 point for still effectively demonstrating which character you are
- +3 points if scene is completely silent except for occasional “Mon Dieu!”s
 - Also +1 point for still effectively demonstrating which character you are
- +2 points for every layer of the plot (e.g. one spy places a bug on *TARGET*, other spy reveals themselves from underneath impeccable *TARGET* costume and fakes a recording into that mic, first spy was planning for it all along and used the distraction to steal Declaration of Independence would be 6 points)

Philosophize - Needs 7 points to be completed

- +1 point per philosophical question posed
 - +1 additional if no one on HQ has heard it before

- -INTEGER_MAX if a rational correct answer exists
- +INTEGER_MAX if you can come up with the right answer anyway
- +1 point if characters disagree with each other
 - +3 points if they think they're agreeing
- +1 point for each famous quote by your character incorporated into the discussion
- +2 points for fake pipe
 - +1 point if you gesture smarmily with it
 - -10000 points if the pipe is in any way real
- +1 point for use of "old chap" somewhere in this scene
 - +3 points if it's delivered in the accent of your character*
 - *excluding English accents (looking at you Winston)

Wild West showdown - Needs 6 points to be completed

- +1 point for spurs or spur-noise-making equivalents
- +2 points for obligatory "This town ain't big enough for the two of us."
 - +1 additional point for clever inversion of this trope immediately afterwards
- +1 point for wheat stems or visual equivalents firmly clamped in teeth for duration
 - +1 point if any of the stems exceed 4 feet in length
- +2 points per cowboy hat
 - +3 points if either of them are the little pink sparkly ones
 - +100 if HQ can have it
- +1 point for classic "10 paces"
 - +1 point for character doing a comically incorrect number of paces

Event horizon - Needs 10 points to be completed

One character is holding the other back from drifting into space/falling off a ledge/descending into quicksand/etc. Appropriate drama ensues

- +1 point for "I can't hold on!"
- +1 point for dramatic revelation (e.g. "There's something I've been meaning to tell you... We're long lost cousins!")
 - +1 point for each subsequent, related revelation ("Long lost cousins? But how could that be? For you see, I was an alien all along!")

- +2 points for soundtrack that is wildly inappropriate for the dramatic tension of the scene
 - -5 points if soundtrack is actually inappropriate
- +2 points for mime skills in indicating how hard you're working to pull them back from the ledge
- +3 points for one character dramatically deciding to let go
 - +1 point if it's over something petty
- +1 point if the danger is revealed to have been unimportant the whole time (e.g. there was a crash pad 10 ft down from the ledge)
- -INTEGER_MAX if there is any real danger