« JEOPARDY! » as the original format of the Russian intellectual television «SVOYA IGRA»

« JEOPARDY! » КАК ОРИГИНАЛЬНЫЙ ФОРМАТ РОССИЙСКОЙ ИНТЕЛЛЕКТУАЛЬНОЙ ТЕЛЕИГРЫ «СВОЯ ИГРА»

«¡JEOPARDY!» Como el formato original de la televisión intelectual rusa «SVOYA IGRA»

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Abstract

The article deals with the history of the origin, formation and functioning of the American intellectual game «Jeopardy! », which is the original format of the Russian intellectual TV game «Svoya igra». The object of the research in question is an American intellectual game Jeopardy! The subject of the research is the history and the specificity of this intellectual game. The work also focuses on the study of the features and rules of the game «Jeopardy! ».

Based on the analysis of the features of the foreign format «Jeopardy! » – the original format of the intellectual game «Svoya igra» and the Russian version of the program «Svoya igra» the

Аннотация

В статье рассматривается история возникновения, становления и функционирование американской интеллектуальной игры «Jeopardy!» (¡«Рискуй!»), которая является оригинальным форматом российской интеллектуальной телеигры «Своя игра». Объектом исследования выступает американская интеллектуальная игра «Jeopardy!» («Рискуй! »). Предмет исследования: ¡история интеллектуальной игры «Jeopardy!» («Рискуй! ») и ее специфика. В работе также большое внимание уделено изучению

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authors have identified similarities and differences, the specific features of this format as an intellectual game on the domestic TV screen.

Keywords: American television, intellectual game, presenter, Russian television, tele-game.

особенностей и правил телеигры «Jeopardy!» («Рискуй! »).

На основе анализа особенностей зарубежного формата «Jeopardy!» («Рискуй! ») – оригинального формата интеллектуальной игры «Своя игра» и российской версии программы «Своя игра» в данной статье авторы выявили сходства и различия, специфические особенности такого формата, как интеллектуальная игра на отечественном телеэкране.

Ключевые слова: Американское телевидение, интеллектуальная игра, ведущий, Российское телевидение, телеигра.

«¡JEOPARDIA!» Como el formato original de la televisión intelectual rusa «SVOYA IGRA»

Resumen

El artículo trata sobre la historia del origen, ¡la formación y el funcionamiento del juego intelectual estadounidense «Jeopardy!», Que es el formato original del juego de televisión intelectual ruso «Svoya igra». ¡El objeto de la investigación en cuestión es un juego intelectual estadounidense Jeopardy! El tema de la investigación es la historia y la especificidad de este juego intelectual. El trabajo también se centra en el estudio de las características y reglas del juego «¡Peligro!». Basado en el análisis de las características del formato extranjero «¡Peligro!» - el formato original del juego intelectual «Svoya igra» y la versión rusa del programa «Svoya igra», los autores han identificado similitudes y diferencias, las características específicas de este formato como un juego intelectual en la pantalla de televisión nacional.

Palabras clave: Televisión estadounidense, juego intelectual, presentador, televisión rusa, tele-juego
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Introduction

The TV game possesses an enormous interactive potential due to the overwhelming communication of its participants – the communicator (host) and the communicant (viewer) giving it a unique place in the modern TV entertainment world. Such interaction is the game's core factor making it possible for the direct participants and the TV audience to thoroughly penetrate into it.

The relevance of this theme connected with that fact that intellectual games at the present stage have become a trend on television. TV games came to Russian screens from American and West television channels. Adapted forms of television games in the broadcast network of domestic television channels have won high ratings. They have specific properties. "Jeopardy!" is no exception. It is the original format of the Russian intellectual game "Svoya igra". So, the study and generalization of the initial format of the game of intellectual orientation remains relevant today.

Theoretical framework

The authors of the research paper used the materials of both domestic and foreign scientists on the matter. The theoretic basis of the work also includes the fundamental results of such national and international specialists on the topic of the article as Barabash N.A. (2003), Sappak V.S. (1988), Katsev I.G. (2004) and others.

Scientific works of Merve Griffin and Alex Trebek (The US, 2018), the participants of the game, were also taken into consideration in the course of the research as well as the materials of Svoya Igra Russian intellectual analogy of Jeopardy, which are placed on the corresponding site portals (Jeopardy,2018 and Svoya Igra,

2018) and Vladimir Hill's (Svoya Igra regular participant) site (The Portal, 2017).

To discover the very term intellectual game the authors of the article used the following publication: Academician – Dictionaries and Encyclopedias (Academician, 2017). It states that intellectual game is a game based on the implementation of their intellectual potential and erudition by the players. As a rule, the participants of such games have to answer questions on the vast spheres of knowledge. Intellectual games are very popular in mass media, especially, on TV where some money or commodity prizes are presented to the winner. The key element of the quest is the contest or the game. The players compete either with the host, computer and studio audience or with the TV viewers and each other.

Materials and methods

The principles of systemic structural and complex analysis made up a methodological foundation of the research in question. Over 50 variations of multiple intellectual games ever released on the Russian TV were meticulously scrutinized during the research. They are presented in site archives of different TV channels and American Jeopardy! and Svoya Igra sites.

The purpose of the work is to study the history o of the origin, formation and functioning of the American intellectual game « Jeopardy! », which is the original format of the Russian intellectual TV game «Svoya igra». And also, to identify the specific features and rules of the television game "Jeopardy!", to find Its similarities and differences with the program "Svoya igra".

In the process of reviewing and further investigation of intellectual TV games methods of comparative analysis and generalization were used. They helped us to specifically identify and compare the rules and singularities of both American Jeopardy and Russian Svoya Igra TV game shows.

Comparative analysis enabled the authors to clearly identify the characteristic features and peculiarities, structural textures and studio decorations, the variety of hosts and players of the two games. The method of generalization was used for drawing out the conclusions of the research where the common and unique features of the Russian TV game were enlisted.

Literature review

Although, the analytical research of the cultural and social role and place of TV game shows and their multifactor influence on the domestic audience has already been carried out in the realm of TV journalism, still instead of the overall comprehension of the phenomenon in question we have just a kind of viewers experience summarizing and it yet lacks a profound penetration into the subject. The contradictive definitions and superficial understanding of the issue effect negatively the nowadays TV practice.

The existing scientific literature on the matter of intellectual games on the Russian TV is scarce. Just a few works might be enlisted: We and TV by Sappak V.S. (Four Conversations-Text/ Sappak V.S., Moscow, Iskustvo, 1988 – 104 p.): KatsevI.G., The History of the Russian Television,1907-2000 – Text. I.G. Katsev, Moscow, Moscow State Humanitarian University, 2004 -168 p., (Katsev I.G., 2004).

They contain just some general information on intellectual games. No monograph has been published on the subject of our research and the works on the problems and features of TV intellectual games done by Vladimir Hill (The Portal, 2017), Ruslan Gabibov, Anatoly Belkin, Sergey Strelnikov, Alexander Uspanov could be only found on their personal sites and forums in the Internet (Portal on, 2018).

Results

The television game "Jeopardy!" has been on US television since 1964, with few interruptions. This format was made by the American TV presenter Merv Griffin. According to his memories:

My wife Juliana once when we were returning by plane from Dulus to New York had some idea. I thought about the idea of a game show when she said that after the scandalous closing of the quizzes there was not a single successful game on tv. I thought: why can't we change the standard rules? To give the correct answers to the participants, and let them make a question. She gave me two answers - 5280 and 79 Whistle Vista, and the questions, of course, were "How many feet are in a mile?" And "What was the address of Fibber and Molly McGee?". I really liked this idea, and I went with it directly to the NBC channel. They bought it, even without looking at the pilot release." The project name of

the game was "What is the question? (Jeopardy, 2018).

In the first concept of the game, Griffin used a screen consisting of ten topics with ten answers each. When we understand that this screen is not easy to show on the camera, it reduced the screen size to six topics with five answers each. There were two such screens, the game began to consist of two rounds. Initially, Griffin suggested that the wording of the questions should be grammatically correct and begin with the words "Who is ... / what is", but after it became clear that this wording slows down the game, it was decided to count any correct answer given in the form of a question. For this reason, the project name of the game was rejected by the skeptical Ed Wayne, who thought that the show not risky enough. So, the name "Jeopardy!" Appeared. This game show is not the first where it was required to give answers in the form of questions. On the CBS channel in 1941-1942 a program with similar rules came out. The general rules of the game "Jeopardy!" are: three players take part in the game, one of which is usually the winner of the previous game ("champion"). They compete for three rounds: "Jeopardy!", "Double Jeopardy!" and "Final Jeopardy!". In tournament games in the event of a tie there is a fourth round - a tie-break.

Each round, except the final, consists of thirty questions, divided into six categories, each of that contains five questions. Each question is formulated as a statement, where the desired concept is replaced by the pronoun "this." The player must guess what is at stake and first click on the button, and then give his answer in the form of a question, for example:

Question: This English writer wrote The Adventures of Oliver Twist. Answer: Who is Charles Dickens?

For the correct answer to the player's account, the cost of the question is added, for the wrong answer - the same amount is removed from his account.

At the beginning of the "Jeopardy!" six topics are announced and displayed, each containing five questions with increasing value. Today, this amount for the correct answer to the first question is $ 200, for the fifth - 1000.

One of the players, usually a "champion", chooses one of the questions. There is a question, after which the players are given a signal (a light bulb behind the leader's back) that they can

answer. The right to answer is received by the player who clicks the button first. For the correct answer to the player's account, the cost of the question is added, and he gets the right to choose the next question, for the wrong one - is removed from his account, and other players have the opportunity to answer the question. If the correct answer has not yet been sounded, a special signal "no answer" sounds, and the host announces the correct answer. The right to choose the next question in this case is obtained by the player who has chosen the previous question. Also, in this round is hidden one special question called "Daily Double". The player who opened the "Daily Double" question must answer this question for his chosen cost. The minimum possible bet is five dollars, the maximum is the entire amount in the player's account. If the player's account has a negative amount, he can bet from five dollars to the maximum cost of the question in the round. Regardless of the correctness of the answer, the right to choose the next question is given to the player who opened the Daily Double question.

The rules of the second round of "Double Jeopardy!" don't differ a lot from the rules of the first round, except that fact that the cost of the questions is doubled, and 2 questions of "Daily Double" are hidden on the playing field. Now the player receives $ 400 for the correct first question, and $ 800 for the second correct question.

The right to take part in the final round of "Final Jeopardy!" is reserved only to those players who have more than zero dollars on their account. Only one question is played in this round. At the beginning of the round, the host announces the topic of a question, and players place bets, from one dollar to the entire amount on the account. Players don't know how much money their opponents put. After that, the host asks a question and the players are given thirty seconds to write their answer on the tablet. After that, the responses of the players are checked. The winner of the game is the player who has earned the most money. In regular games, this player becomes the champion and moves on to the next game. If two or three players show the same result, then they all become champions and move on to the next game, and also receive their winnings in cash. Players with second and third results will receive consolation prizes of $ 2,000 and $ 1,000, respectively.

The first version of the game was played on March 30, 1964 on the NBC channel with host Art Fleming. The voiceover of the game until

1978 was Don Pardo, from 1978 to 1979 - John Harlan, and from 1984 - John Gilbert (The US Peabody, 2018). Initially, the program was released at 11:30 a.m. at the headquarters of the Rockefeller Center in New York. To make the program accessible to business and college students, NBC began broadcasting the program at 12:00 p.m., during lunchtime. By the end of the 1960s the show was in second place after the Hollywood squares game, as well as TV shows and television sitcoms. But in 1973, Len Bollen, vice president of daytime channel broadcasting, began to remove entertainment and gaming programs from the broadcasting network, in an attempt to strengthen the channel's rating among women aged 18-34. On January 1, 1974, Bohlen launched the show "Young and the Bold", and "Jeopardy!" began to appear at 10:30 a.m., in turn with Pyramid on the channel. The rating "Jeopardy!" Turned out to be higher, "Pyramid" began to appear on the ABC channel. But from April 1, 1974, the game began to compete with the Gambit program, and from July 1, 1974 it began to appear at 13:30. The program began to lose its rating, and on January 3, 1975 it was closed. In order not to lose money from the contract, which was valid for the next year, reruns are broadcast for four months, and from January 6, 1975, another Merv Griffin's Wheel of Fortune program is broadcast on NBC. From July 1974 to June 1975, an updated weekly version of the game was released, where the winner at the end of the game had the opportunity to win $ 50,000 or a Chevrolet Vega car, but it could not stand the competition with the game The Price is Right and was closed. Since October 2, 1978, "Risk it!" Began to air again at 10:30 a.m. instead of the series, however, for the same reason, on January 8, 1979 the game was moved to 12:00 a.m. A feature of this version was the player's exclusion from the lowest result from continued participation in the game after the first round. The final round was different from the first version. In the round, five questions should be answered correctly by constructing a vertical, horizontal or diagonal line on the screen. Regardless of the winning round, the champion went to the next game. If you win the round in five consecutive games, the participant could win $ 50,000. In the 1970s at this time, viewers preferred to watch news releases or talk shows. On March 2, 1979, this version was again closed. In 1984, immediately after the success of the Wheel of Fortune game, Merv Griffin sold the game to King World productions under the leadership of Canadian Alex Trebek, who became the new host of Risk! From September 10, 1984. In this version, the screen began to consist not from boards previously manually turned over, but from 36 small monitors on which questions from the selected topic were displayed. The main difference between the game and versions 1964-1979 it was that only the winner continued the game, and the second and third place players were awarded consolation prizes of $ 2,000 and $ 1,000, respectively. The format of the game became popular, on its basis versions of the game were released in Canada, the UK, Germany, Sweden, Denmark, Israel, Australia, as well as in Russia and the CIS countries. The international distribution rights for the game format are handled by CBS Studios International. In 1994, the press called the game "Jeopardy!" an "American icon," the show received 33 Emmy awards. In 2012, the show also earned the Peabody Award as the best television game since 1964. In its issue of April 17-23, 1993, TV Guide magazine named "Jeopardy!" the best game show of the 1970. As a part of the celebration of its 40th anniversary, he called it a "habit" and said that the program "always makes its viewers feel smarter." In 2013, the show took first place in the list of 60 greatest game shows in the summer of 2006 the show took 2 place in the list of 50 greatest game shows of all time GSN, second only to the "Match Game".

In 1989, Art Fleming complained about the new version of Alex Trebek's game in an essay published in Sports Illustrated. He admitted that he watched the game infrequently, answered correctly, only to a few questions; and also criticized the show, mainly for its "Hollywood" production. Fleming believed that unlike the New Yorkers, whom he considered more intelligent and authentic, moving the show to Hollywood brought both unrealistic glamor and a stunning program that he despised. He also did not like the decision not to award the winners their cash prizes, believing that the consolation prizes and gifts offered instead were cheap and expressed surprise that what he considered a parlor game turned into such a national phenomenon under the leadership of Trebek (The US Peabody, 2018).

Since 1985, the show has hosted an annual champions tournament featuring the fifteen best players of the year. The main prize awarded to the winner was initially estimated at $ 100,000, and in 2003 the prize increased to $ 250,000. Other regular tournaments include the Teen Tournament with a top prize of $ 100,000, the College Championship, in which students from American colleges and universities compete for the same prize, and the teacher tournament, where teachers compete for the same prize. Each tournament takes place over ten consecutive

episodes in a format consisting of five quarter-final games, three semi-finals and a final consisting of two games with a total score of points won.

Outside tournament games held regularly as part of the show include "Celebrity Jeopardy!", In which celebrities and other famous people donate their money to charitable organizations of their choice, and "Kids Week", a special tournament for children aged 10 to 12 years. Three international tournaments in 1996, 1997 and 2001 included weekly champions from each international version of « Jeopardy! ». Each of the countries that broadcast their version of the show in those years could nominate a contestant. The format was identical to the semifinals and finals of other « Jeopardy! » Tournaments. In 1996 and 1997, the winner received $ 25,000, and in 2001 the main prize was doubled to $ 50,000. The 1997 tournament was recorded in Stockholm in the studio of the Swedish version of the game. These games were the first ones shown in the United States but not filmed there. Also note that in these tournaments the players of "Svoya igra" from Russia also took part: in 1996 - Elena Kislenkova, in 1997 - Anatoly Belkin, in 2001 - Yuri Bershidsky (Eastman, S.T., Ferguson, D.A., 2006).

Barabash, N. A (2003) notes that on February 14, 15 and 16, 2011, releases were broadcast with the participation of the IBM Challenge Watson computer, which competed with the game's record holders Ken Jennings and Brad Rutter. This was the first human vs. machine competition in game history. The computer won both the first game and the general match to win the main prize of $ 1 million, which IBM shared between two charitable organizations (World Vision International and World Community Grid). Ken Jennings, who won $ 300,000 for second place, and Brad Rutter, who won $ 200,000 for third place, promised to donate half of his winnings to charity.

The record for the game "Jeopardy!" bu victories in a row so far belongs to Ken Jennings. From June 2 to November 24, 2004, he won 74 games in a row and earned 2 million 520 thousand 700 dollars. Ken is also the champion in the amount won among all intellectual games in the United States. His winning streak increased the ratings and popularity of the show to such an extent that it became the top-rated television program. Ken Jennings later won $ 500,000 for second place in the 2005 Champions Tournament, $ 300,000 for second place in Watson games, and $ 100,000 for second place in the tournament of the decade.

The largest amount of money in the history of "Jeopardy!" was earned by the participant-Brad Ratter, who won a total of 4 million 355 thousand 102 dollars (Jeopardy, 2018). He became an undefeated champion in 2000 and later won the following "Jeopardy!" Tournaments: the 2001 Champions Tournament, the 2002 Masters Tournament, the 2005 Champions Tournament, and the Battle of the Decades 2014. Brad Rutter broke Jennings' all-time record when he defeated Jennings and Jerome Vereda in the final tournament of the champions. Jennings regained the record after speaking at other game shows, culminating in the appearance on the show "Are you smarter than the fifth grader?" October 10, 2008. In 2014, Rutter regained the title, winning $ 1,000,000 in the battle of decades, defeating Jennings and Roger Craig in the final. Roger Craig set a record for winning in one game. On September 14, 2010, he won $ 47,000 after the first two rounds of the game, then bet and won an additional $ 30,000 in the final round, winning $ 77,000. The previous one-day record of $ 75,000 was set by Ken Jennings.

Four participants won the game with the lowest possible amount ($ 1). The first was U.S. Air Force lieutenant colonel Darryl Scott on January 19, 1993, the second was Benjamin Salisbury in the celebrity tournament on April 30, 1997, the third, also in celebrity tournament, was Brandy Chastain on February 9, 2001 and the fourth was U.S. Navy lieutenant Manny Abell 17 October 2017. In the second issue of the game with Alex Trebek on September 11, 1984, a unique situation occurred. In the final round, the question was raised: "This date is the beginning of the twentieth century." The correct answer to the question was the date "January 1, 1901." All three players put in the final all the money they have on the account, made a mistake and stayed with zero. The champion was not determined, and in the next game three new players took part (Jeopardy Unofficial 2018).

There is an unofficial fan site for the game j-archive.com, which contains information on all surviving releases of « Jeopardy! ». In the archive, the site's style is designed in the form of a game board with panels on which, using the mouse cursor, you can find out the correct answer to the corresponding questions in various issues and participants who gave the right or wrong answer, their score after each round, as well as a graph of their progress in Game. The site uses, as noted Vakku G.V (2012) the so-called "betting calculator", which helps potential participants in the game determine how much it is safest to bet during the final round and an alternative

assessment method called the "Reaction Trainer", which measures the overall reaction to time and power in the game. The site's main archivist is Robert Knecht Schmidt, a student from Cleveland, Ohio who himself participated in the game in March.

Having studied and analyzed the brief history and rules of the game "Jeopardy!", We can distinguish its following specific features: the answer in the game is given in the form of a question; the presence in the game of musical, photo and video issues; free choice of questions; dynamism, unpredictability of the end result of the game; limited time rounds; periodic holding of special tournaments.

We pass to the analysis of the domestic analogue of the game "Jeopardy!" - "Svoya igra." In the 1990s many television games were broadcast on Russian TV screens, both their own ("What? Where? When?", "Highlights") and those based on foreign television games ("Field of Miracles" - "Wheel of Fortune", "Lucky Chance" - Trivial pursuit"). The game format "Jeopardy!" was purchased by Video International (since 2000 - 2V studio). She was the producer of the television game "Lips of the Baby" and the entertaining program "The Director Himself". Under an agreement with the television game manufacturer CBS, in the first 4 years of the Russian version of the game, Video International did not have the right to change the rules of the game and studio sets. The exception to the rule was the following: the players of "Svoya igra" answer the question asked with the desired word in the affirmative form. At a time when the game had not yet been approved by its official name, its first twelve pilot programs were taken in turn by members of the club "What? Where? When?"- Sergey Tsarkov, Boris Burda and Vladimir Belkin. The latter was constantly confused in the rules, so they invited another, a young leader, which was Peter Kuleshov (What, 2018). He at that time worked in the script department of Video International. Pyotr Kuleshov spent a trial first round, in the second round he switched places with Vladimir Belkin and immediately beat two doctors of science, after which he became a permanent host of a television game on an ongoing basis. According to the first editor of the program, Boris Burda, then the game bore the pilot name "Twice More, or Nothing." The variant of the name "Svoya igra" appeared by chance, by selecting various names from the list. In the first trial release of the game dated April 7, 1994, the name was explained by the direct dependence of the course of the game and its participants, as well as by the presence of the

host. The host Petr Kuleshov noted: "My game is for me, because I will lead it. And I hope that the game will be yours!" (What, 2018). In choosing the name of the game, the interest of viewers also played a role. The first transfer players had little experience participating in other team games - "What? Where? When?" And "Brain Ring" (Eastman, S.T., Ferguson, D.A., 2006). Therefore, at first, they consulted with rivals, discussed the issue and prompted each other. In the initial period of shooting a television game, the creators encountered a problem - the untidy and unpresentable clothes of the players, as a result, it was decided to introduce special robes into the game. Violet (in 2001-2013 and since 2016 - silver) for new players, and gold for winners of previous games. In 2013-2015 all the players played in gold and bronze robes, and from August 1 to December 27, 2015, only the winners of the last game (s) played in the gold mantle, and applicants for victory played in the usual form. From April 7, 1994 to December 29, 2000, bachelor's confederates were also used, which are a symbol of education and high intelligence. Minaev B. (2002) wrote, the first broadcast of the television game took place on April 7, 1994 at 19:25 hours on the RTR channel. Three players took part in the game. The main goal of the game is to win by scoring the highest score in the final round. At the beginning of the game, all players have 0 points (in 1994-1996, players at the beginning of the game had 50 points). The main process in this game is the answer to the question. The questions in the game are usually formulated in the form of statements where the searched word has been replaced by the pronoun. Zotov A.E., Vakku G.V. (2018) write that the players had to guess what was being discussed in the question and give the correct answer. The game consisted of four rounds - three main and finals. In each of the rounds, except for the final, thirty questions were played out, grouped into six topics with five questions in each. The topics of the questions reflected the field of knowledge, subject or phenomenon, which was directly or indirectly discussed in questions (J.N. Schmidt, 2009), (Jeopardy, 2018). Also, among the topics there could be so-called "matrix" topics, in which the answer to the question contained either a certain combination of letters, or words on the same letter or on certain letters. In the topic "Questions from...", which has been used in the second round since 2010, questions are always asked by some famous people or popular groups, and since 2015 also from the sponsor of the program - the Russian Geographical Society. Consider the topics of the release of the game from September 2, 2017 and determine their significance:

- «50 to 50» - it was necessary to name or guess the answer of the probable two.
- Swam, we know - there were questions about swimming facilities and ships.
- We built, built - questions about settings, houses, architectural monuments and structures.
- Run, march! - questions about running sports or about runners.
- The heroes are singing - according to the quote from the film, it was necessary to name the hero of the art film.
- Matrix theme "... peony ..." - the correct combination of letters included PION, for example - esPIONage, scorPION, PIONeer.
- Burn it all! - questions about fires and fire.
- Dinner is served! - questions about food.
- Well, you said! - issues related to the statements of celebrities (Portal, 2017), (M. McCombs, D. Shaw, 1972).

The program «Svoya igra" constantly changing the system of the draw. From April 7, 1994 to January 1, 1997, a television game was shown on RTR. There, until September 14, 1996, the main prize of the program was the Peugeot 605 car. In order to win this car, the player must win five games in a row. The winner of each game faced a choice: pick up the money as a win (players who took second and third places received it anyway, before January 1, 2003) and leave the studio or take a chance and play again indicates Katsev I.G. (2004). In this case, the amount won is "frozen" and, in the event of a loss, is lost forever. If the risked player managed to win again, then the sums won by him in all games were added up.

In early 2001, TV-6 did not renew the contract with the creative team of "Svoya igra", and from January to September 2001 the program wasn't shown at all. Since September 16, 2001, the television game is again broadcast on NTV on Sundays (The portal, 2017).

Since then, the number of rounds has increased to three, and the cost of questions has been increased 10 times. Questions such as "Svoya igra" began to be called auctions, the number of which in each round stopped to be fixed. The design of the studio has also changed. In addition, a new draw scheme was launched - the "Challenge Cup". The bottom line is: a team of 7 strong players - "grandmasters" - had to hold out 50 games against applicants. If the grandmaster lost to the applicant, he was eliminated from the

"grandmasters' box". If at the end of the fiftieth game at least one grandmaster remained in the box (undefeated), the team of grandmasters would have received the main prize - 7 kilograms of money. In what currency, and in what amount - was not disclosed. If the applicant beat the grandmaster, then he received a Genius computer from the sponsor of the program, and the player who took second place in the game received a synthesizer, audio system or game console simulator as a present. For example, the first team of grandmasters lost in the thirty-eighth game. The site of the player of "Svoya igra" Nikita Nikiforov svoya-igra.org consists of statistics on the number of players and their victories. The leader in the number of games (89) and in the number of victories (60) as of June 17, 2018 is Alexander Liber (Svoya igra, 2018).

Thus, having explored the rules and history of "Svoya igra", we can pick out the following specific features of this intellectual game: free order of choice of questions; dynamism, unpredictability of the end result of the game; the presence in the game of music, video and photo issues; a variety of draw schemes according to certain rules; unlimited possibilities for the player who once won to participate in the game.

Conclusions

Due to comparing the rules and history of the games "Jeopardy!" And "Svoya igra", it's possible to identify the following similarities between them:

1. Identity of the principles of the choice of questions, the number of players;

2. Identity of the number of rounds (in 1994-2000) and scenery (in 1994-1998);

3. The presence of music, video and photo issues;

4. Limitation of rounds by time;

5. The periodic release of special issues;

6. Since August 8, 2015 - the identity of the drawing scheme.

There are differences between the two games:

1. In "Jeopardy!" The answer is given in interrogative form, in "Svoya igra" - in the affirmative;

2. Since September 16, 2001, "Svoya igra" includes three main rounds and a final with a possible choice of the topic of the question. "Jeopardy!" Consists of two main rounds and a finale with a pre-approved theme;

3. In "Jeopardy!", the draw scheme, with the exception of special issues and tournaments, is static. In "Svoya igra" until August 8, 2015, tournaments were held with various draw schemes;

4. The lack of "auction questions" and "Puss in a poke" in "Jeopardy";

5. The losing player (with the exception of special issues) does not have the right to re-participate in the game. In "Svoya igra" the player has such a right.

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