

RULES & INSTRUCTIONS

Setup

Teams: Divide players into two teams. Each team should have an equal number of players.

Host: Assign one player to be the host. The host is responsible for asking questions, keeping score, and declaring the winners.

Rounds: The game consists of 4 rounds, with each round containing 5 questions.

Round Structure

Question Presentation: The host reads a question aloud to both teams.

First Answer Attempt:

A representative from each team comes to the front or identifies themselves at the table. The host reads the question again.

The first representative to buzz (or tap the table!) in gets to answer.

If the answer is the top answer (most popular), that team can choose to play or pass. If it is not the top answer, the other team's representative gets a chance to answer.

The team with the higher-ranked answer gets to decide whether to play or pass.

Playing a Question

Team Play: If the team decides to play, each member of the team takes turns guessing answers.

Strikes: If a team guesses an incorrect answer (an answer not on the board), they receive a strike. Three strikes end the team's turn.

Stealing: If the playing team gets three strikes, the other team has a chance to steal. The stealing team discusses and provides one collective answer. If their answer is on the board, they steal the points for that round. If not, the playing team keeps their points.

Scoring

Points: Each answer has a point value corresponding to the number of survey respondents who gave that answer.

Winning a Round: The team with the most points at the end of the round wins the round.

Rounds

Rounds 1-2: Standard rounds with 5 questions each. Points are added up as described.

Round 3: The final round before Fast Money. Points are doubled for each correct answer. The team with the highest total score at the end of this round wins the game.

Ending the Game

Round 4: Fast Money. Choose two players who will take part in this round from the winning team. Each player will have 30 seconds to answer the 5 questions. The timer should begin after the first question is read. If an answer is repeated by the second player, tell the player to try again. If the two players' scores total 200 points or more, they win "Fast Money"!

