



## INSTRUCTIONS

### OBJECT:

To have the most money at the end of three games by matching the most popular survey answers.

### CONTENTS:

Scoreboard, strike indicator, 3 "X" markers, play money, game sheet pad with all the survey questions and answers, crayons and complete instructions.

### SET UP:

1. Separate the strike indicator and the three "X" markers and place within easy reach.
2. Remove the instructions from the pad and put aside. Each sheet on the pad contains one complete round. One round equals a Bullseye Round, the Face-Off, the Feud and the Fast Money Bonus Round.
3. Choose a player to be the Emcee.

4. The remaining players divide into two teams. If there is an uneven number of players, make the teams as evenly balanced as possible.

### EMCEE DUTIES:

The Emcee will read the questions, operate the strike indicator, announce the answer, its point value and placement on the scoreboard and give out prize money.

### PLAYING FOR 3 OR MORE PLAYERS:

Throughout the game, players will try to match their answers with the most popular survey answers. Each game consists of four parts: The Bullseye Round, The Face-Off, The Feud and The Fast Money Bonus Round.

### THE SCOREBOARD:

The scoreboard is used to keep track of the game as follows:

1. In the Bullseye Round, the money accumulated is placed under your team number in the Bank section of the scoreboard.
2. In the Face-Off and the Feud rounds, the answers and points are placed in the scoreboard section, with the number one answer and its points placed at one, the number two answer and its points placed at two, etc.

3. At the end of each survey question, the points are totaled and placed under that team's number in the Feud section of the scoreboard.

4. In the Fast Money Bonus Round, one side of the scoreboard is used by one player for his answers and the opposite side for his teammate. In a two player game, one player uses both sides. After all five questions, the points are then added and placed in the Total section.

#### **THE BULLSEYE ROUND:**

This round determines the bank that each team will try to win. To start each team gets \$5,000 towards their bank.

In the Bullseye Round only the NUMBER ONE ANSWER can add money to a team's bank.

One player from each team will answer the first Bullseye question. The Emcee asks the question. The first player to raise their hand gets to answer it. If they give the NUMBER ONE answer, \$1,000 more is placed into their bank. If they do not give the number one answer, the other player has the chance to do so. If they are able to guess it, they get \$1,000 towards their bank. If no player gets the number one answer, no team gets that \$1,000.

Now, another player from each team answers the second Bullseye question. If anyone answers - with

the number one answer only - correctly, \$2,000 goes into their bank. The third Bullseye question is worth \$3,000 dollars; the fourth is worth \$4,000 and the fifth is worth \$5,000.

Both teams then total the money accumulated in the Bullseye Round and write it under their team on the scoreboard.

If the team that wins The Feud part of the game also reaches 200 points or more in the Fast Money Bonus Round, that team wins the amount of money they collected during the Bullseye Round.

#### **THE FACE-OFF:**

In this round, a player from each team tries to take control of the question by giving the most popular (not necessarily number one) answer.

Each team chooses a player for the Face-Off. The Emcee reads aloud Question #1. When either of the two players has an answer, he raises his hand (in case of a tie, the Emcee decides who responded first). He then must answer the question immediately. If his answer matches an answer, the Emcee announces the answer, it's placement on the scoreboard #1-10 and the points to place next to the answer. NOTE: If a player fails to give an answer immediately he loses his turn.

If the player gives the number one answer, the team

wins The Face-Off and The Feud Round begins (see THE FEUD).

If the player gives an answer that is not one of the top ten responses, or is not the most popular answer, the player on the opposing team gets to answer the question. If the opposing team's player gives a more popular answer, that team wins the Face-Off. If his answer is not more popular, the Face-Off continues as follows:

1. If the second player gives a less popular answer than the first player, the first player's team wins the Face-Off.
2. If both players give an answer that isn't on the survey, a new player from each team is chosen to answer the question in the same order as the first two players. In a three player game, each player gets another chance, in turn, until a winner is determined.
3. The answers and their point values are then placed on the scoreboard.

#### **THE FEUD:**

The Winner of the Face-Off continues to play Question #1.

Question #1: Players on the controlling team take turns guessing the answers to Question #1. Players

cannot help each other answer the question. In a three player game, the player on the controlling team tries to give all the remaining answers before three strikes are made.

Emcee Duties: The Emcee announces how many answers there are to the survey. When a player gives a correct answer, the Emcee announces the answer, placement on the scoreboard (#1-10) and the corresponding points for that answer.

When a player gives an incorrect answer or takes too long to give an answer (determined by the Emcee), it counts as a strike. The Emcee puts one "X" marker on the strike indicator, beginning with the "Strike One" square.

Winning the Round: If the controlling team gives all the remaining answers to Question #1 without getting three strikes, they total their points on the scoreboard and place the score under the team number on the Feud section of the scoreboard.

If the controlling team gets three strikes before all the remaining answers are guessed, the opposing team takes control and is allowed one guess to try and match any remaining answer. If the opposing team guesses correctly, they then total their score and write it on the scoreboard under their team number. If they don't guess correctly, the team who originally

controlled the question gets those points. NOTE: If all the answers to the questions have not been revealed, the team who wins the round only gets the points equal to the answers that were guessed correctly on the scoreboard.

Question #2: A new member from each team is chosen for the Face-Off and the Emcee reads Question #2 aloud. The game is played the same as in Question #1.

Question #3: A new player from each team is chosen for the Face-Off and the Emcee reads Question #3 aloud. The game is played the same as in Questions #1 and #2 except the point value that the Emcee calls out is then doubled when put on the scoreboard.

The player or team with the most points after three Questions plays the Fast Money Bonus Round. In case of a tie, both teams will play.

#### **THE FAST MONEY BONUS ROUND:**

In the Fast Money Bonus Round, players will choose what they feel are the two most popular survey answers.

Who plays: If the team consists of one player, that player plays. For two players, both play. For teams of three or more players, the team chooses two players to play the Fast Money Bonus Round. Players

cannot help teammates choose the most popular answers.

1. The Emcee reads aloud Fast Money Question #1. If there is one player playing, that player gives two answers that he feels are the most popular. Those answers are written on the scoreboard on lines 1 and 6 and the Emcee tells them the points aloud, if any. If there are two players, one player answers and points will be put on line one of the scoreboard, the other player's answer will go on line six. Two players on the same team cannot have the same answer.

2. Fast Money Questions #2–#5 are played and scored the same way, with their answers written on lines 2 and 7, etc.

3. When all five Fast Money Questions have been played, the Emcee totals the points for all the chosen answers. If the total is 200 or more, the team wins the money they accumulated in the Bullseye Round. If the total is less than 200, the team wins \$5 for every point scored. For example: If the team's final score is 175, they would win a total of \$875 (175 x \$5).

#### **WINNING:**

The team with the most points after three games wins the Bullseye Bank!