

### Rules for 3 or 4 players

When playing a Big Money round as a single player, that player is given two different sets of five questions. Scoring seven top answers (from the ten questions) acts as the equivalent of two players scoring the five top answers. The single player is given 45 seconds on both sets of five questions.

### Hamming it up!

The player acting as the host can recreate the game show atmosphere by hamming up their performance.

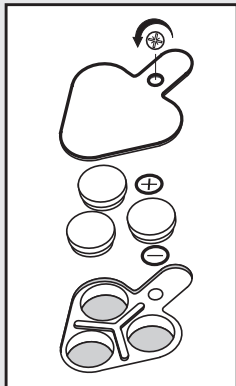
### Cleaning the Board:

The pen included is a standard 'Dry Wipe' type. Remove writing with a soft cloth or tissue. Remember to wipe clean both sides before storing.

#### Battery information

- Remove rechargeable batteries from the toy before recharging.
- Only recharge batteries under adult supervision.
- Do not recharge non-rechargeable batteries.
- Do not mix different types of batteries, or new and used batteries.
- Use only AG13 or their equivalent as stated.
- Insert batteries in the correct polarity (see diagram)
- Remove exhausted (used) batteries from the toy.
- Do not short circuit the supply terminals of the batteries.
- Do not insert connecting wires into electrical socket outlets.

The normal function of the product may be disturbed by strong electro-magnetic interference. If so, simply reset the product by switching 'off' then 'on' to resume normal operation. In case the function could not resume, please use the product in another location.



#### Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

In accordance with the European Directive 2006/66/EC, batteries and accumulators are labeled to indicate that they are to be collected separately and recycled at end of life. The label on the battery may also include a chemical symbol for the metal concerned in the battery (Pb for lead, Hg for mercury and Cd for cadmium) on small batteries (like button cells) this symbol will either appear on the packaging or on the product. Users of batteries and accumulators must not dispose of batteries and accumulators as unsorted municipal waste, but use the collection framework available to customers for the return, recycling and treatment of batteries and accumulators. Customer participation is important to minimize any potential effects of batteries and accumulators on the environment and human health due to the potential presence of hazardous substances. For proper collection and treatment, contact your local civic office

If returning the old product to the store where you purchased the new item from, you should first check they are in an applicable scheme. The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item.

You must take proof of purchase of your new item when returning your old product to the store.



Requires 3x AG13 Batteries INCLUDED. Please remember that small button cells and AAA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.

Contents may vary from those shown. Please retain this information.



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THAMES**

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# BOARD GAME

# Instructions

**CONTENTS:**  
1 Dry Wipe Board  
1 Electronic unit  
150 Question cards  
1 Pen  
1 Instructions

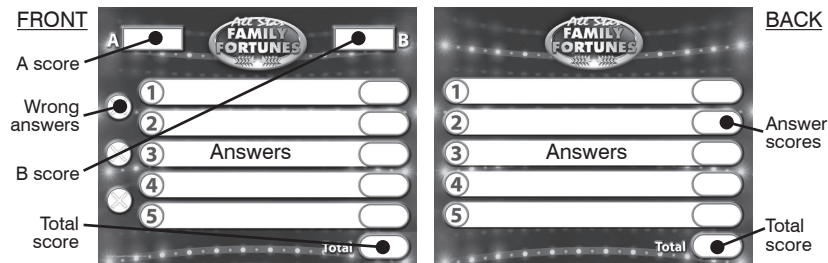
**A Game for 2 Families or Teams**

## Rules for 5 or more players

### Preparation:

One player is the host and the remaining players divide into two teams of equal numbers. If this is an odd number one team will have an extra player.

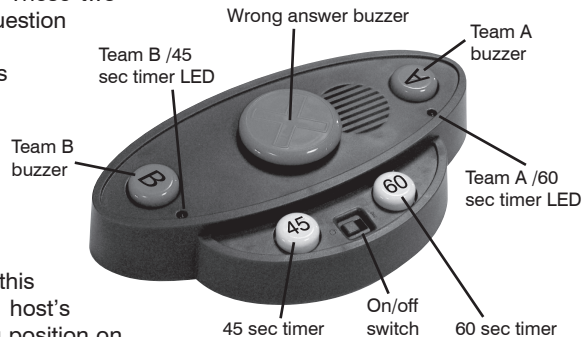
Set up the board with the front side facing the two teams. Turn the electronic unit on.



### Play:

One player from each team is selected. These two players prepare themselves for the first question and sit by their team's buzzer (A or B) on the sound unit. The host takes out the top card from the question box and tells the players how many answers are on the card (3, 4 or 5) then reads out the first question.

The two players by the buzzers rush to press first and give an answer. The respective LED will flash for 5 seconds. If this answer appears amongst those on the host's card, the host writes this in the matching position on the front side of the dry wipe board along with the score. If this is the top answer, the successful player consults their team to decide if they want to play or pass on the rest of this round.



If the answer given was not the top answer, the other player has the opportunity to try and give an answer worth more points. If both players fail to give an answer that scores any points, the first player has another go, then the second player and so on. Should both players fail to give a scoring answer after three attempts, a different player from each team takes the position by the buzzers and are given the next question by the host.

### Play or Pass:

The host asks the player who gave the highest answer if their team would like to play or pass. If they pass, the other team will play. The team that plays chooses another player from their team to give a different answer to the same question. If it is also a scoring answer, the host writes it in the relevant position on the board along with its score as before.

If the answer is not a scoring answer, the host presses the wrong answer button in the middle of the sound unit and marks a cross in one of the wrong answer circles on the scoreboard.

The host will continue to ask different players in turn, for another answer. If the team fills in all the answers before receiving three crosses, they win the total points on the board for the round. This is written in the total score box on that team's side of the scoreboard. All players must take turns at answering, teams cannot confer over answers.

If the team playing doesn't fill in all the answers before receiving three crosses, the other team can confer to try and come up with one of the answers missing from the board. If they do so they steal all the points on the board for that round (including the answer just given). If this answer is incorrect, the first team keeps all the points scored. Points won are written in that team's box in the top corner of the board.

All used cards are reversed and placed to the back of the card box.

### Further rounds:

An entire game includes a total of five rounds. The first three rounds are for Single Money and the last two are for Double Money, where the host simply doubles the points indicated on the card before writing them on the board.

### Bonus Points:

Some answers throughout the five rounds will be worth bonus points. Any player achieving these gains the extra points for their team. These bonus points are indicated on the question cards and are added directly onto the team's score in the top corner of the board (they are not added to the points for that game since they cannot be stolen). Bonus points are not doubled if won during a Double Money round.

### Big Money:

The team with the **lowest** total score after the first five rounds will select two of their members to play the first Big Money round.

The host takes out the next five question cards from the box. The first player will be asked these five questions in quick succession. This player will be given 45 seconds to answer these five questions. The host presses the '45 second' button on the unit **after** reading out the first question (the respective LED will flash then speed up for the last 5 seconds followed by the 'Time up' sound). The host writes the answers given on the front side of the board without their actual score. While this is happening, the second player must be out of the room, so they do not hear any of the questions and answers given.

When the 45 seconds are up the host will go through the first player's answers, writing in any points scored in the box to the right of each answer. Any top answer is indicated by two arrows written in the answer box to the right of the score.



The host will now call the second player back into the room. This player will be told how many points in total the first player scored and how many top answers were given. The same questions are then given to the second player, who has 60 seconds to give their answers.

The host presses the '60 second' button, again after the first question has been read out. These answers are written on the other side of the board. If any answer is repeated, the host will say "try again" and the player must give an alternative answer. When the 60 seconds are up, the host will go through the second player's answers in the same way.

The total scores from the two players is added to that team's total to give their final overall score.

The team that was leading after the first five rounds now selects two of its players to play their Big Money round with a new set of five questions. The points scored are then added to their score.

### Winning:

In the Big Money round, if one team hits all five top answers and the other doesn't, then that team wins the game. Otherwise, the team with the highest overall score wins.