



THE RULES

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Aim:

The aim of the game is to be the first player or team to reach the top of the money ladder and correctly answer the £1 million question.

Role of the host:

Players take turns to act as the host. It is the role of the host to read out the question and respond to any lifelines the players use. The host should also give an answer to the question. While acting as the host the player cannot progress up the money ladder unless a player has used an Ask The Host lifeline. They also cannot lose their position on the money ladder for an incorrect answer. The host must always put down an answer option and cannot use any lifelines.

Lifelines:

There are four lifelines that each player can use per game. However, each player can only use each lifeline once!

50:50

50:50

If a 50:50 lifeline is played, the host looks at the back of the question card, being careful to hide it from the other players, and tells the player who played the lifeline the two 50:50 options.



Ask The Audience

If an Ask The Audience lifeline is played, the host looks at the back of the question card,

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being careful to hide it from the other players, and reads the audience percentages for each of the answers. Note that the audience might not always be correct!

Phone-A-Friend



If a Phone-A-Friend lifeline is played, the player may physically phone a friend and ask their opinion on the question, or they may ask a person not participating in the game.

Ask The Host



If an Ask The Host lifeline is played, the host reveals, to that player only, the answer they have given to that question. If the player chooses the host's answer and it is correct, they both move up one position on the money ladder. If it's incorrect, the player moves down to the nearest safe haven. The host does not lose their position on the money ladder for an incorrect Ask The Host answer.

Safe havens:

On the money ladder there are two safe havens. The first is at the £1,000 position and the second is decided by each player at the start of the game. These safe havens act as checkpoints, meaning if you get an answer incorrect, rather than moving back to the start of the money ladder, you move to the nearest safe haven. You can fall back to a safe haven multiple times throughout the game, and you can never fall past the safe haven.

Before you play:

To begin, place the two money ladder cards together to form the money ladder.

If playing with more than 4 people, separate into equal teams. Select a player to be host for the first question. The role of host changes after each question.

Give each team a set of coloured answer options, lifeline tokens, a team token and a safe haven token. If this is your first time playing you'll need to cut out these components from the cards.

Decide where you'd like to place your second safe haven and place the team safe haven token next to the money ladder. Once a safe haven is set it cannot be moved, so choose wisely.

Choose which side of the cards you'd like to play and place the deck of question cards in the centre of the play area, with the side you've chosen to play face-up.

Finally, place your team token at the bottom of the money ladder and the game can begin!

Playing the game:

To begin, the host takes the top card from the deck and reads the question to all players, being careful to hide the back of the card from all players, including themselves.

Using their A/B/C/D answer tokens all players, including the host, select the answer they believe is correct and place it face-down in front of them.

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Once an answer token has been played, the player cannot change their answer.

Alternatively, a player could use a lifeline, by placing the selected lifeline token face-up in front of them. Once the lifeline has been used, discard it from the game. It cannot be used again.

After all players have played an answer token, everyone except the host reveals their answers.

The host then flips the question card, revealing the correct answer on the back of the card. If a player has answered correctly, they move up one position on the money ladder.

If a player has answered incorrectly, they move down the money ladder to the closest safe haven, denoted by their safe haven token or white text on the money ladder.

The role of host then switches to the next player and the new host asks the next question, following the same process as above.

Winning the game:

When a player answers the £1 million question correctly, they win and the game ends.