

RULES

Setting Up

Decide how many people are playing. Set up the offer decks so that there is one less than the number of people playing. For example, if there are four players, you will only need offer decks 1, 2 and 3. If there are six players, you will need all five of the offer decks.

Push out the perforated offer cards and set out the Chaser offer decks in separate piles, as shown below.



Place the question cards in the centre of the table so that all players can reach them.

Divide the question cards into two piles. Place one pile with the red side face down and the other with the blue side face down. Grab a pen and paper to create a scoreboard and have a digital device, such as a phone or tablet, ready. If you don't have a digital device, go to the 'Playing Without Internet Access' section on page 4 of the rules.

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Last, decide how many rounds you would like to play. We suggest three rounds. One round consists of every player having the opportunity to face the Chasers.

Stage One – The Offer

Select a player to go first. To start, the player takes the top card from each of the offer decks, so that they have an offer from each of the Chasers.

Each of these offers has a cash value and a time for the Chaser(s). The player looks at the offers available and chooses the one they want. Using a digital device, they scan the QR code on the digital timer card.

Scanning the QR code will launch the Beat the Chasers digital timer. Using the timer, select the time that matches the chosen offer and place the device on the table so all players can reach it.

Stage Two – Beat the Chasers

Depending on the offer they selected, the player will face a varying number of Chasers. The other players will act as the Chasers and will try to answer the questions. If the player selects an offer with fewer Chasers than there are players, the other players decide who will be the Chasers for that turn. Place the buzzer card in front of the Chasers. It can only be used by the Chasers.

The player and one of the Chasers each draw a card from the question piles. The player will ask the Chasers the red questions and the Chasers will ask the player the blue questions.

The Chasers hit the timer to start the countdown for the player, and ask the player the first question on their card. The player then gives their answer to the question.

If the player gives an incorrect answer, the Chasers ask the next question on the card and so on, until the player gives a correct answer.

If the player answers correctly, they hit the timer, pausing their time and starting the countdown for the Chasers.

The player then asks the Chasers the questions on their card. However, only the Chaser who has their hand on the buzzer card may give an answer. Chasers are not allowed to confer.

As with the player, if the Chasers get an answer wrong, the player asks them the next question. If they get this correct, they hit the timer, flipping back to the player's countdown, and they ask the player the next question.

When the timer runs out, the round ends. If the player's timer hits 0, the Chasers have beaten them and the player wins nothing. If the Chasers' timer hits 0, the player has won, and they win the cash value on their chosen offer card.

Stage two is then over. Note the score. The previous player joins the Chasers and a new player takes on the Chasers. They start with stage one – the offer.

How to Win

After the desired number of turns have been played, the player with the most cash is the winner.

Playing Without Internet Access

If you're playing without access to the internet, follow the rules below. When you reach stage two of the game, instead of launching the digital timer, the player and the Chasers each take three cards from the question pile.

The round starts with the Chasers asking the player the first question on the card. If the player gets the answer wrong, the Chasers ask the next question on the card, until the player gives a correct answer. When the player answers correctly, they then ask the Chasers a question.

Only the Chaser with their hand on the buzzer may give an answer. Chasers are not allowed to confer. The game continues, following the same rules as above, with the player and Chasers swapping after each correct answer.

Whoever gets through all three question cards the quickest, loses. If the player wins, they win the cash value on the offer card they chose.