

Rules of Play: Fun-Pardy



Description: Fun-Pardy is loosely based on the popular Jeopardy game show, with a few modifications to the format.

of Teams: 5 – 10 ¹

Goal: To be the team with the highest score at the end of the game

¹ Teams can include up to three (3) players.

- Set-up:**
- 1. Audio/Video.** Join the online meeting using the Zoom web conferencing link provided in the calendar invite.
 - 2. Buzzer.** Visit [BuzzIn.live](https://buzzin.live) and enter your Game Code and Nickname. Click Join.
 - a) Please note: every question will require you to buzz in to answer.*
 - 3. Chat window.** Open the chat window in the Zoom web conferencing app.
 - 4. Determining who goes first.** Each game will provide a new opportunity to determine which team selects first from the game board in Round 1. To decide this, teams will compete in a “Coin Toss” round which features a puzzle based clue presented on the board; the first person to guess the correct answer will select the first clue in Round 1 of game play. Coin Toss rounds do not contribute to total point scores.

Game Play: Round 1.

1. The winner of the Coin Toss round will select the first clue from a grid of 30 trivia clues, organized into 6 categories.
2. The clue, which is in the form of an answer, will be read out.
3. After listening to the clue, the teams will get 10 seconds to discuss their answer.
4. The team that presses the buzzer first, will get a chance to answer.
 - a) Buzzers will be locked until the full question is read.*
 - b) The answer does not need to be in the form of a question.*
5. If that team answers correctly, the value of that clue is awarded to the team.
6. If the team gives an incorrect answer, those points will be subtracted from their score, and another team will get the chance to answer.
7. The round continues until all 30 questions are answered.

Round 2.

1. The team with the lowest scores starts this round and selects a category.
2. The rest of the round is played like the first one.

Daily Doubles.

1. In Round 1 there will be 1 “Daily Double” clue; in Round 2 there will be two Daily Doubles.
2. When a team selects the Daily Double card, that team will be the only one to answer.
 - a) There will be no opportunity for the other team to steal or guess at the answer.*
3. That team has to wager points before answering to the clue.
 - a) Teams can wager as many points as they have at the time of selecting the Daily Double.*
 - b) If a team has less than the clue with the highest level of points in a category, they will be able to wager up to the category limit (in Round 1 this is 500 points, in Round 2 this is 1000 points).*
4. If the team answers correctly, the amount that it had risked, adds up in their score. For an incorrect answer, the points get subtracted from their score.

Round 3 (Final Round).

1. Before playing the third round, teams that have zero or minus points will be eliminated from the game.
2. The host will reveal the category for the round (Round 3 consists of 1 question from a select category).
3. The remaining teams get 20 seconds to decide how many points they will wager.
 - a) Teams may wager between 1 point and the total number of points they have at the start of Round 3.*
4. Teams will type their wagers into the chat window, but wait to hit the enter key until all teams are ready. A countdown will be provided by the host and players may hit the enter key.
5. Once all final wagers are in, the host will present the final clue to the team.
6. Teams will type answers into the chat window, but wait to hit the enter key until all teams are ready. A countdown will be provided by the host and players may hit the enter key.
7. The teams with the correct answers will get those many points added to their score. However, teams with the wrong answers will get those many points subtracted from their score.
8. In the end, the team with the highest score wins the game. If there is a tie, the rule is to declare the tying teams as winners.