The Chase

Welcome

Contents
- Money Tokens
- Electronic Timer Unit
- Question Cards
- Chase Game Board
- Game Board Playing Pieces
- Answer Playing Pieces
- Problem Playing Pieces
- Answer Playing Pieces

Instructions
If they can escape the Chase, no matter how many consecutive points they get, it is only the player who successfully escapes with the most amount of money that wins. In this family board game, players must try and guess the question correctly and brilliantly.

Object
To successfully complete the final chase and win the prize fund or if you get knocked out by the fun. If you get knocked out, you have to start again from the beginning.

Setting the Chase
Become the Chase and stop other players from winning.

Battery Information
Playing The Game
The Chase consists of three rounds of play as follows:

Round 1 – Cash Builder
Each Contestant takes it in turn to answer as many questions as possible against the one minute timer. They score £1,000 for each answer they get right.

Slide the switch on the top of the Electronic Timer to 1 – this sets one minute of countdown time.

Decide who will go first. The person sitting to their right will be the Question Master for that round.

The Question Master takes the blue coloured Question Cards and when everybody is ready, pushes the large start button on top of the Electronic Timer and starts reading out the questions in order from the card.

The Electronic Timer will beep every ten seconds. When the time is nearly up it will beep more quickly followed by a final long beep when the one minute has elapsed.

The Contestant earns £1,000 for every question they got right and takes one of the corresponding value printed Money Tokens and places it into the groove on their Playing Piece.

Now the next Contestant takes their turn to answer one minute of Cash Builder questions. The person sitting to their right becomes the Question Master. Keep alternating in this way until everybody has answered one minutes' worth of questions.

Round 2 – The Chase
All players play this round at the same time. Each Contestant places their Contestant Playing Piece on the Chase ladder in the middle of the game board 3 steps away from their Chaser Playing Piece.

Each Contestant now looks at the money offer statement printed in the red coloured reverse side of their Money Token. There will be two figures. The Contestant can decide to leave their playing piece where it is on the board and continue to play for the money value on the blue side of the Money Token OR they can move one further step away from the Chaser… but play for the lesser amount of prize money shown on the red side of the Money Token or one step closer to the Chaser to play for the higher amount of money shown. Position the Money Token in the playing piece so it shows the cash prize each Contestant is playing for.

To play this round each Contestant takes it in turn to answer a question. The person to their right is their Question Master.

Round 3 – The Final Chase
The Player who made it through The Chase (round 2) with the HIGHEST amount of money can now compete in the Final Chase.

Note if two or more players make it through with the same amount of money, they should answer the same questions on the red Question Cards until only one Contestant is left standing.

For the Final Chase the Contestant selects one other player to ask all the questions and the Contestant selects two other people to become the Chaser (if only playing with three people the Chaser role would be fulfilled by just one person).

Around the outside of the game board is a circular track of thirty spaces. Place the Contestant and their Chaser Playing piece in the blank area between the number 1 and number 30 spaces. Slide the switch on top of the Electronic Timer to the “2” mark which selects two minutes of countdown time. The Question Master should now take the blue coloured Question Cards, start the Electronic Timer and ask the Contestant as many questions as possible before the time runs out. The Contestant must always attempt to answer a question; they cannot simply say “pass” to move on.

For each question the Contestant answers correctly, they move their playing piece that number of spaces away from the Chaser around the track.

Now the Chaser has their turn answering questions against the two minute timer. For each correctly answered question The Chaser moves their piece one space closer towards the Contestant. Once again the Chaser must always attempt to answer the question; they cannot simply say “pass”. If they get an answer wrong, the timer is stopped and the Contestant gets a chance to answer the same question. If the Contestant answers correctly they push the Chaser back one space on the track. If the Chaser is pushed backwards to the Start, they should remain there until they answer a question correctly.

Winning The Game:
If the Chaser catches the Contestant within the two minutes they win. If the Contestant avoids being caught within the two minutes they win and take the money shown on their Money Token.