

- iii If all players are incorrect, they all bank nothing for that round. Once the last player/s have won or lost the round, everybody marks any money won on their score sheet and the next round begins. Play the pre-determined number of rounds and total your scores. The player with the largest grand total is the winner.



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WARNING: Not suitable for children under 36 months. Choking hazard - contains small parts.

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EU authorised representative: John Adams Leisure EU Ltd., 1 Castlewood Avenue, Rathmines, Dublin 6, D06 H685, Ireland.

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**3-6 Players
Age 8+**

THE 1% CLUB

Welcome to 'The 1% Club', a board game based on the hit TV game show. Are you as smart as the top 1% of the country?

CONTENTS:

Game board, question card tray, question cards, rotating question card holder, money, pen, timer, score sheets, playing pieces and instruction leaflet.



SETTING UP THE GAME

One player will act as the host and place the question cards, in percentage order, in the sections of the card tray. Fix the rotating question card holder onto the game board by following the diagram.

CARD HOLDER

Slot this onto the hole in the middle of the MID SECTION

MID SECTION

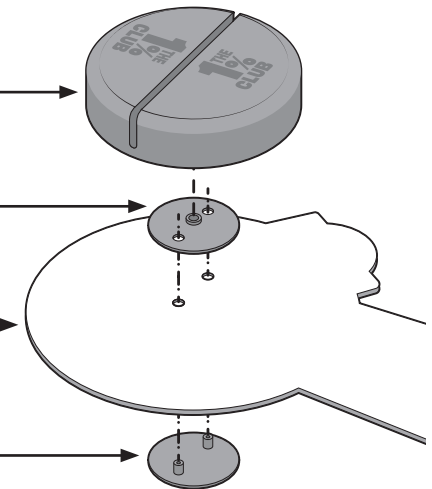
Push this part onto the prongs of the BASE PLATE

GAME BOARD

Place over the prongs of the BASE PLATE

BASE PLATE

Place under the GAME BOARD



HOW TO PLAY

The estimated play time per round is 15 minutes if you answer all questions and reach the 1% question. You could play this game through a single time exactly like the TV show for a fast-paced competition, but we suggest playing the game through a number of times in a series of rounds and totalling each player's accumulated score to determine the ultimate winner. Players should determine how many rounds of the game they will play. If playing with the same number of players as rounds, the role of host can rotate after every round if desired. We suggest 3-4 rounds as a family game and 1-2 rounds as an intense competition.

The player with the largest grand total at the end of the predetermined number of rounds is the winner.

All players will receive a score sheet, a £1000 note, and a playing pawn, which should be placed onto the 90% space on the game board.

The host draws a 90% question card from the card tray and slides it into the rotating question card holder with the question facing them.

NOTE: Each card has a question on each side.

The host turns the question card holder to reveal the question to the players. The sand timer is turned over and the round begins.

Players have until the timer runs out to write an answer to the question in the corresponding space on their score sheet.

When the time is up, the host removes the question card and reveals the answer which is printed on the reverse.

- If a player answered the question correctly, they move onto the next space on the game board.
- If a player answered the question incorrectly, they are eliminated from that round, banking £0 for that round and they return their £1000 to the host.

NOTE: If a player is eliminated, they can still play along and answer the remaining questions in that round, but these will not count towards their score.

The host now asks an 80%, 70%, 60% question and so forth to the remaining players.

THE PRIZE POT

After each of the questions are played, £10,000 is added to the prize pot total before the next question is asked, making a total possible prize pot of £100,000 for each round.

Use the included marker pen to write the prize pot running total on the space on the game board.

NOTE: When players are eliminated, if they still hold the £1000 they received at the start of the round, this is not added to the prize pot total.

PAY FOR A PASS

Once players reach the 50% question, they have the option from that point on to use their £1000 to 'pay for a pass'. After a question has been asked, players can simply write 'pay for a pass' on their score sheet instead of an answer if they feel they cannot answer the question. If they use this option, they return their £1000 to the host and move onto the next space.

NOTE: This £1000 is not added to the prize pot. 'Pay for a pass' cannot be used on the 1% question.

EXIT THE ROUND

If players reach the 30% playing space, before the question is asked, any players who didn't use their £1000 to 'pay for a pass' and still have that money have one opportunity to exit the round with their £1000 added to their bank for that round.

END GAME

Play continues with the host asking increasingly harder questions to the remaining players as they progress up the game board until either of the following happens:

1. If you are the last player standing, you have the following options,
 - Exit the round with £10,000 by writing £10,000 on the score sheet.
 - Jump straight to the 1% question and win the current prize pot amount if you can answer the question correctly.
 - Continue up the ladder to increase the prize pot before choosing to answer the 1% question.
2. If more than one player reaches the 1% question, they must choose to do either of the following.

NOTE: The decision must be made by all remaining players at the same time before the 1% question is asked:

- Exit the round with a share of £10,000. A player indicates that they wish to exit the game by ticking 'EXIT' in the 1% question space on their score sheet. The amount of money that player receives is equal to £10,000 divided by the number of players remaining in the game i.e. if 4 players remain, then any player exiting would receive £2500.
- Answer the final question and play for the prize pot. A player indicates that they wish to choose this option by ticking 'PLAY' in the 1% question space on their score sheet.
 - i If more than 1 player opts to answer the 1% question and all get it right, they each receive an equal share of the prize pot.
 - ii If only one player gets the question right, that player banks the full prize pot and the incorrect players bank nothing for that round.

