

Identity Theft Quiz: Game Rules

- Have each group select one person to represent their team in the game.
- The facilitator will introduce each participant the way they want to be introduced. For example, representing the Flying Tigers today is Linda Williams. Linda is a law school graduate and Community Outreach Manager with Consumer Action.
- Once everyone has been introduced, the facilitator will introduce the topics to be selected.
- The person kicking the game off can be selected by choosing a number between 1 and 10 that has been written down before the game.
- The person with the correct number will choose a category and an amount (\$200, \$300, \$400 or \$500).
- The person who sounds out first (not just the person kicking it off or choosing the question) will be allowed to answer the question.
- If the person who blows his or her horn, bell or whistle, etc. answers incorrectly, the question dollar amount is deducted from the team's total. Anyone else can "buzz in" within 5 seconds if they know the answer.
- If the player gets a "Daily Double," he or she can win (or lose) any amount they choose to wager to try to win the game.

Final Quiz

Only if there is time to continue playing the game:

- Only those with money on the board can play the Final Quiz. All players with negative amounts are eliminated from the Final Quiz.
- Players will be given a new topic under the theme for the Final Quiz statement. It should not be too easy, but used as a great reinforcement.
- The winner and/or team will receive a prize.
- If there is a tie, another question will be presented.