

Lifeline Quiz - Game Instructions

Game Rules

- Have each group select one person from their group 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 preselected number between 1 and 10 that has been pre-written before the game.
- The person with the correct number will choose a topic, which can run from \$200 to \$1000 (using even numbers).
- The person who can sound out first, will be able to answer the question (not just the person kicking it off or choosing the question).
- If the person who blows his or her horn, bell, or whistle, etc. answers incorrectly, they are minus points. Anyone else can buzz if they know the answer within 5 seconds only.
- We should also hide one or two daily doubles in the Quiz game where they can wager or bid any amount at all to try and win the game.

Final Quiz

Only if there is time to continuing playing the game

- Those with money on the board can only 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.

Lifeline Quiz
California Lifeline Training Module
Consumer Action
www.consumer-action.org

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