

Buzzword

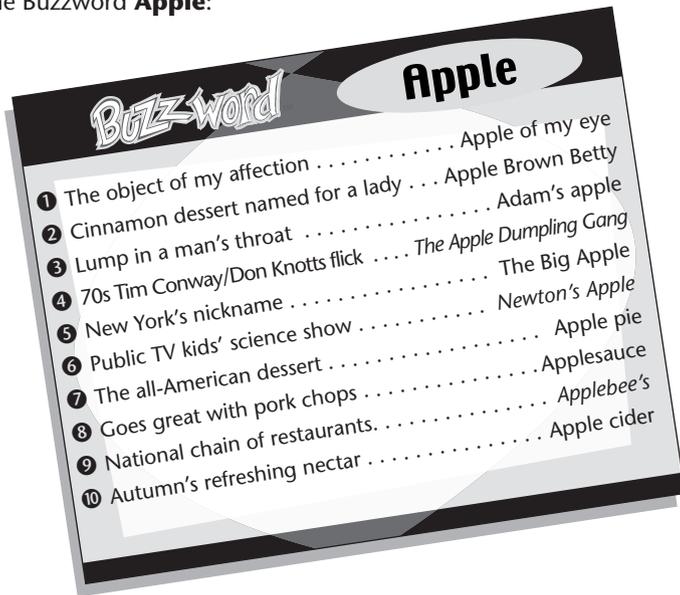
RULES

Object:

Be the first team to score 50 points.

What's the Buzzword?

Teams will be trying to solve a set of 10 clues. The "Buzzword," which is found at the top right corner of each card, is contained in the answer to each clue. For example, here are the clues and answers for the Buzzword **Apple**:



Set-Up:

- Divide into two teams. Each team choose a name for itself and write it in one of the ovals on the Scoreboard.
- Keep the Scoreboard and Marker nearby. You'll need a damp tissue to wipe it off.
- Shuffle the 10 Scoring Cards and deal them out, five to a team.
- Each team add up the numbers on your five cards.
- If your team has the highest total, you go first.
- Combine all the Scoring Cards face-up in a pile in order from 1 to 10, with 1 on top.
- Place the Card Box nearby. The cards are printed with different colors on each side. Play through one color first and then switch to the other color to avoid repeats.

**4 or More Players in Teams
Ages 10 & Up**

**Contents:
400 Sets of Buzzword Clues
on 200 Cards, 10 Scoring Cards,
45-second Sand Timer,
Scoreboard and Marker**

Play:

- Teams will take turns and players will take turns reading the clues to their own teammates.
- On your turn, take a Card from the box. Say the Buzzword.
- Start the Timer and begin reading the clues in order from 1 to 10.
- Your teammates all play at the same time and say their answers aloud.
- If your teammates are stumped, they may opt to pass and move on to the next clue.
- You may not move on to the next clue until you have either gotten a correct answer to the clue, or your teammates have said, "Pass."
- Once a clue is passed, your team won't get another chance to come back to it.
- You must stop reading when the Timer runs out. Your whole team should be quiet, because any answers given after time runs out are scored by the opposing team.

The opposing team:

- While the playing team is playing, the opposing team has two things to do: handle the Scoring Cards and watch the Timer.
- One player hold the Scoring Cards. As the reader reads the clues to his or her team, lay down one card for each clue in a row on the table.
- The Scoring Cards are stacked in numerical order, so the numbers on them will match the numbers of the clues being read.
- For each correct answer given by the playing team, lay the corresponding Scoring Card number-side **down**.
- When the playing team passes on a clue, lay the corresponding Scoring Card number-side **up**.
- Watch the Timer and give a hearty, "Buzzzz!" when it runs out.
- Leave any remaining cards number-side **up** after time runs out.
- Now you have a chance to steal any passed clues, and any clues that were not answered before the time ran out.
- The same reader from the playing team should read aloud the passed and unanswered clues which are indicated by the numbers on the face-up Scoring Cards. The opposing team should answer aloud or pass right away.

Scoring:

Each team scores one point for each correct answer given while either playing or stealing. Keep track on the Scoreboard.

Winning:

If your team is first to reach 50 points when both teams have had an equal number of turns, you win!

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