

# Can You Beat Ken?<sup>TM</sup>

## Instructions

### CONTENTS:

- 1 Game Board
- 4 Colored Chips
- 1 Spinner Card
- 1 Game Token
- 4 Dry Erase Boards
- 220 Question Cards
- Ken Cut-out & Base
- 4 Dry Erase Pens

### OBJECT OF THE GAME:

To be the first player to win \$2,600,000.

### SETUP:

- Unfold game board.
- Stack cards question side up.
- Insert Ken cut-out into its base and place at Start on Ken's yellow Money Track.
- Each player selects a colored Money Track on the board.
- Each player places a color-matching chip on Start of his/her Money Track.
- Place game token on Start mark of Game Path.

### GAME PLAY:

1. Smartest player goes first. If there's a dispute, youngest player goes first. Play continues clockwise. Ken goes last. (The first player is responsible for moving Ken throughout the game.)

First player spins the spinner and moves the game token the indicated number of spaces on the Game Path. NOTE: Always move on arc paths in clockwise direction.

2. The spinner card tells the player the number of spaces to move and the value of the spin (i.e. Regular, Double, Triple, Challenge 1-on-1, Challenge All). If the arrow points to "Regular," a correct answer is worth \$100,000. The player to the right of the spinning player (Reader) takes the top card off the stack and reads out loud the question indicated by the colored dot under the game token.
  - a. All players, including the reader, write their answers on their own dry erase board. Once every player has answered (one minute time limit), all players reveal their answers. The Reader reads the correct answer from the back of the card.
  - b. Players answering correctly move their chip forward one space (\$100,000) on their Money Tracks. If any player answered incorrectly or not at all, that player's chip does not move forward.

- c. If the answer is printed in **bold** in a box shaded gray, it means Ken Jennings answered **incorrectly** when he was quizzed by us. Ken moves forward 1 space when he answers correctly and stays put when he answers incorrectly-just like everyone else.
- d. Any time a Player beats Ken by answering correctly when Ken answers wrong (whether in a Regular, Double, Triple or Challenge situation)- that player moves forward one additional space (\$100K bonus).
- e. Once players, including Ken, have moved their chips, the spinner passes to the next player to the left. Game play continues clockwise.

**3. When the spinner points to “Double”:**

If any player answers the question correctly, s/he moves forward two spaces (\$200,000). Incorrect players stay put.

**4. When a spinner points to “Triple”:**

If any player answers the question correctly, s/he moves his/her chip forward three spaces (\$300,000). Incorrect players stay put.

**5. When a spinner points to “Challenge 1-on-1”:**

The spinning Player challenges any player, including Ken. A challenge cannot be refused. The spinning Player wagers one to three spaces (\$100,000 to \$300,000) BEFORE the question is asked.

Players who get the answer correct move forward the wagered amount on their Money Track. Players who answer incorrectly move backwards the wagered amount and the round is over.

**6. When the spinner points to “Challenge all”:**

The spinning Player challenges all players. This challenge cannot be refused.

The spinning Player wagers one to three spaces (\$100,000 to \$300,000) BEFORE the question is asked.

Players who answer correctly move forward the wagered amount on their Money Track. Incorrect players move backward the wagered amount.

**7. Ken is last to get a “turn.” Any player may spin for him. If the spinner points to Regular, Double, or Triple- play is as usual.**

If the spinner points to Challenge 1-on-1 or Challenge All- every player is included in the challenge round and Ken automatically wagers three spaces (\$300,000). The rules outlined in #6 for “Challenge All” turns are applied.

**8. “CAN YOU BEAT KEN?” SPACES:**

When a player lands on a game space with a star-shaped dot, this is automatically a “Challenge Ken” question. Player determines the wager in a head-to-head challenge with Ken.

If the player lands on a “Can you Beat Ken?” space with a Challenge 1-on-1 or Challenge All spin, every player is automatically included in the challenge. The spinning Player determines the wager.

When Ken lands on the “Can you Beat Ken?” space, it’s a “Challenge All” round, the wager is worth three spaces and challenge rules apply, including winning players receiving a \$100K bonus when beating Ken.

**9. BONUSSES:**

When a player lands on a space at a point where the background matches his/her Money Track color, s/he immediately receives a bonus of \$300,000 (three spaces on his/her money Track).

The Player’s turn continues in normal fashion with the value dictated by the spinner.

**10. WINNING:**

No player can win on someone else’s turn (including Ken). Players must wait until it is their turn to advance to \$2.6M-whether on a Regular value or Challenge round.

When a player (including Ken) has a chance to win on his/her turn-whether with a Regular or Challenge round-the player with the least winnings draws the top card and chooses any question to pose to the potential winner.

If the potential winner correctly answers the question, s/he moves into the \$2.6 M Winner’s Circle” and the game is over.

If Ken wins first, game play continues until another player reaches \$2.6 million.

**Note: To provide players with a decent chance of beating the all-time TV trivia champ in the world, we handicapped Ken Jennings. On all multiple choice questions, we asked Ken without providing him the multiple choices.**