

Rules for Clues:

The Password is always a single, non-hyphenated word.

The clue word must be a single, non-hyphenated word. For example, the clue "well-to-do" would not be allowed.

If a two word or hyphenated word is given as a clue, the Password will not count towards the score for that team.

Proper nouns may be used as clue words. Thus, "Hitchcock" may be given for the Password "mystery."

No part or form of the Password may be used as a clue. "Chemist" could not be used for "chemistry," "steal" could not be used for "stolen," and "monk" could not be used for "monkey".

Specific gestures and pantomime are not allowed. For example, a player may not point at the window for "window." Players are allowed to show facial expressions and use voice inflections. For example, a player may whisper "silence" to get "quiet" as a response.

A previously given clue word may be repeated by the clue-giver if desired. It is also helpful to link a clue to previous clue words. For example, "race", "horse", and "rider" may be three separate clue words linked together to get "jockey" as a response.

No spelling of a clue word is allowed. If a form of the Password is given as a response, the clue-receiver is given one chance to correct the word to the exact Password. However, singular, plural, and past-tense forms of the Password are considered correct responses.

In the Event of a Tie:

Have each team keep the same clue-giver and clue-receiver. Each team takes the next card from the Password Round cards, and slides the card into their team's Card Reveal Sleeve. The teams will play the first five words on the card. The team with the highest score wins Million Dollar Password™! (If there is another tie, play the next five words until one team earns a higher score.)

Variations of Play

With 3 Players: Select one player to be the clue-giver for both teams. After Round 1, the clue-giver will switch places and play Round 2 against the winner of Round 1. Proceed the same way for Rounds 3 and 4. The two players who win the most rounds go on to play the Bonus Rounds to try for \$1,000,000!

With 4 or more Players: Play in teams or create your own Million Dollar Password™ Tournament!



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Item# 265

For 2 teams of 2 players

Ages: 10 and Up



Contents:

2 Password Round Card Reveal Sleeves

15 Password Round Team-A Cards

15 Password Round Team-B Cards

180 Bonus Round Cards (30 Cards for each of the following Monetary Bonus Round values: \$10,000; \$25,000; \$50,000; \$100,000; \$250,000; & \$1,000,000)

Instructions

1 Dry-Erase Score Card

1 Scoring Marker

30 Second Sand Timer

Object:

Win the Password Rounds by guessing more Passwords than your opponent.

Then move on to the Bonus Round for a chance to play for \$1,000,000!

Be the team with the highest winnings to win Million Dollar Password™!

Setting Up the Game:

To play Million Dollar Password™ in its "true TV format," you will need 4 players.

Break apart the Team-A and Team-B cards for the Password Rounds.

Then break apart the Bonus Round cards and place them into 6 piles according to the monetary value. (Place cards word side down).

Divide into two teams of two players per team. One team will be Team A, and the other will be Team B.

Each team will select a clue-giver for the first series of Passwords.

The other player on each team will be the first clue-receiver.

Give each clue-giver a Card Reveal Sleeve and the card designated for that round.

Note: Once you've played the game once, put the used cards at the bottom of the stack. Start the second game with Card #2 for each team.