

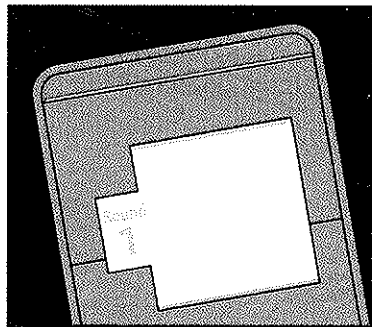
Playing the Game:

I: PASSWORD Rounds:

For the first phase of the game, there are 4 Password Rounds.

To begin a Password Round, the clue-giver for each team will slide the Password card for that game into the reveal sleeve for the first set of words.

NOTE: a number 1 will be visible in the notch of the reveal sleeve for the first Round as shown.



When Team A is ready, a player from Team B will turn over the sand timer to start the :30 countdown. The Team A clue-giver gives a one-word clue for the first Password. The Team A clue receiver tries to guess the Password. The clue and the guess may only be one word. If the clue-receiver guesses correctly, the clue-giver may go on to the next word. If the clue receiver guesses incorrectly, the clue-giver gives another one-word clue and the clue-receiver guesses again.

See Rules for Clues.

At any time the clue-giver or the clue-receiver may Pass. The clue-giver then goes on to give a one-word clue for the next word on the list. If there is time remaining after the fifth Password, the clue-giver may again give clues for any "Passed" word. The team scores one point for each of the 5 Passwords guessed correctly.

When the timer runs out, Team A records their score on the score card by filling in the circle next to the number of Passwords successfully guessed. It is now Team B's turn to play the first Round.

After both teams have gone through the first 5 Passwords and recorded their scores, it's time to begin Round 2.

At the start of Round 2, the clue-giver from each team then becomes the clue-receiver. The clue-receivers take the Reveal Sleeves to give the clues. Slide the card inside the Reveal Sleeve until the number 2 is visible in the notch.

Teams play through the second set of words on each card and play proceeds as in Round 1. Players update their scores on the score card after each Round.

Switch clue-givers at the start of Rounds 3 and 4, and play the word set for that Round to complete the Password Rounds. The Password Rounds are complete after Round 4.

The team with the highest score after all 20 words on the card have been played can select whether they wish to go first or second in the Bonus Round.

II: BONUS Round:

Select which player will be the clue-giver. This person will be the clue-giver for the entire Bonus Round. The clue-giver is the **ONLY PERSON** who may see the cards in the Bonus Round.

A player from the opposing team may operate the timer and keep track of all correctly identified words. During the Bonus Round, turn the :30 sand timer over two times for a total time limit of :90. Fill in the circle on the score card after each flip of the sand timer to keep track.

The Bonus Round is played just like the Password Round except that the clue-giver may only give a total of 3 clues per word. If a clue-giver has used all 3 clues and the Password is still incorrectly guessed, the Password cannot be replayed. In the Bonus Round, any "Passed" words may not be replayed. Keep track of the number of "Passed" words at each level, because there are a decreasing number of passes allowed at each successive level.

In each level of the Bonus Round, 5 words must be correctly identified before the 90 second timer runs out in order to advance to the next round.

Each tier of the Bonus Round has fewer and fewer words until you reach the Million Dollar Round where the team must correctly identify all 5 out of 5 Passwords with no Passes, and with no more than 3 clues per word.

The number of words that must be correctly identified per round are as follows:

\$10,000	5 out of 10 Passwords
\$25,000	5 out of 9 Passwords
\$50,000	5 out of 8 Passwords
\$100,000	5 out of 7 Passwords
\$250,000	5 out of 6 Passwords
\$1,000,000	5 out of 5 Passwords

After each successful round, the team shall record its score on the score card by filling in the circle next to the dollar value in that round. The team must then choose whether it wants to risk all earnings up until that point to play on, or quit and keep the earnings it has acquired up until that point.

NOTE: Should a team successfully complete the \$25,000 round, that money is then guaranteed. The team may play for the \$50,000 without risk. Any failed attempts after that and the team will lose everything except the guaranteed \$25,000.

III: Winning the Game:

The team with the highest winnings after the Bonus Round is the winner of Million Dollar Password™!