



# INSTRUCTIONS

DO YOU HAVE WHAT IT TAKES TO BEAT  
THE WORLD'S ULTIMATE QUIZ TEAM?

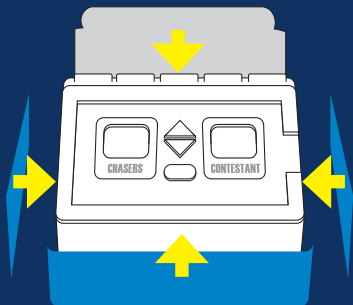
## CONTENTS:

- A Game Unit
- B 120 x Question Cards
- C Gameboard
- D Chaser Character Card
- E 5 x Chaser Name Tokens
- F Instruction Leaflet
- G Pen
- H Stickers



## SETTING UP THE GAME:

- Take the Question Cards and the Chaser Name Tokens from their storage slots inside the Game Unit and place on the Gameboard.
- Slot the Chaser Character Card into the top of the Game Unit.
- Attach the stickers around the base of the Game Unit.



- Add batteries to the Game Unit, and turn it on.
- Decide which player will be the Question Master (QM) for the duration of the game.
- The other players take turns to be the Contestant, with the remaining players being the Chasers in each round.
- Write each player's name on the gameboard using the dry-wipe pen provided.

## LET'S PLAY!

Each round consists of 2 parts, the Cash Builder and Beat The Chasers.

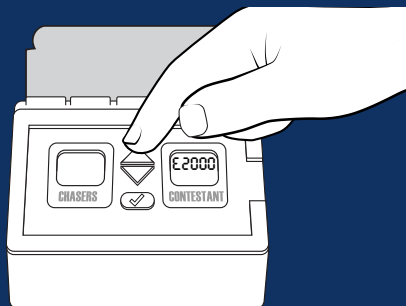
### CASH BUILDER:

- Each time a player is the Contestant, they start with a Cash Builder round.
- The QM reads 5 questions with multiple choice answers to the Contestant using the Question Cards with the red background.
- Each correct answer adds £1000 into the Contestant's prize fund, up to a maximum of £5000, but the Cash Builder stops as soon as an incorrect answer is given. If an incorrect answer is given on question 1, then that Contestant's turn is over and it's the next player's turn to take on that role.

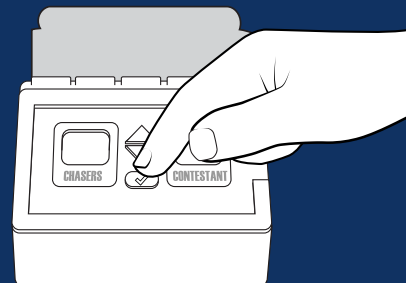
## BEAT THE CHASERS

### How the Contestant plays:

- Start by entering the Contestant's Cash Builder total for this round into the Game Unit by pressing the UP / DOWN arrow buttons until the correct amount is displayed at the top of the Contestant's screen.



- Pressing the Tick button will confirm the Cash Builder amount and lock 60 seconds on the Contestant's clock.



- After a pause, the Game Unit will illuminate the first 2 Chasers the Contestant will have to play against to win their Cash Builder amount.
- Those 2 Chasers will now let the Contestant know the amount of time they require on their clock during the round.
- The more Chasers a Contestant takes on, the more money can be won, but the Chasers will make it harder by potentially wanting more time on their clock. Use the UP arrow button to find out how much money the Chasers will offer you for playing against 3, 4 or all 5 of them. They will also let you know the time they want on their clock.
- **NOTE: It is possible to scroll back through the offers by pressing the DOWN arrow button.**
- When the Contestant has decided the number of Chasers they wish to play against, press the Tick button to lock that in.

## How the Chasers (remaining players) play:

- The remaining players take on the role of the Chasers for this round by following 1 of these 3 options:



- **OPTION 1:** If the number of remaining players **EQUALS** the number of Chasers selected to play this round, then all the remaining players are “active” and can answer the questions asked to the Chasers.
- **OPTION 2:** If there are **MORE** remaining players than Chasers selected to play this round, the remaining players take turns selecting 1 of the Chaser Tokens until each of the selected Chasers has been matched to 1 of the remaining players. It is only these remaining players that are “active” and can answer questions asked to the Chasers in this round. Any remaining players that have not been matched to a Chaser, sit out this round.
- **OPTION 3:** If there are **LESS** remaining players than Chasers selected to play this round, the remaining players can decide which selected Chaser they want to be. These are “active” Chasers. The Chasers that have been selected to play this round, but have not been matched to a remaining player are called “inactive” Chasers – see the example below:

Example of **OPTION 3:** There are 2 remaining players who will take on the role of the Chasers in this round, but the Contestant has chosen to play against 3 Chasers: The Beast, The Sinnerman and The Vixen. The 2 remaining players choose which Chaser they wish to be in this round: in this example remaining player 1 has picked The Vixen and remaining player 2 has picked The Beast. These are “active” Chasers. The Sinnerman has not been matched to a remaining player, so becomes an “inactive” Chaser. To remind you of which Chasers are “inactive” in this round, put their Name Token(s) next to the game unit.

## BEAT THE CHASERS:

- When both the Contestant and Chasers are ready, the QM presses the Tick button again.

- After the theme tune has played, gameplay begins and the Contestant’s time will start counting down.
- The QM asks the Contestant a question using the Question Cards with the blue background.
  - If the Contestant gets the answer wrong, the QM asks the next question.
  - If the Contestant answers the question correctly, the QM presses the Tick button which pauses the Contestant’s countdown and starts the Chasers’ clock.
- The QM now asks the Chasers a question. Remember that **ONLY** the “active” or “inactive” Chasers can answer:
  - If an “active” Chaser thinks they know the answer, they simply shout it out.
  - If the “active” Chasers do not know an answer and there are “inactive” Chasers in play, 1 of the “inactive” Chasers can be nominated to answer the question by saying their name ie “nominate The Sinnerman”. The QM should then read the question’s answer and then look at the Chaser names written next to it. These names let the QM know which “inactive” Chasers know the correct answer. If the “inactive” Chaser’s name is not written then that means they have answered incorrectly and the QM must ask the Chasers a new question.

For example: There are 3 Chasers in play in this round, The Beast, The Sinnerman and The Vixen. There are only 2 remaining players. Player 1 chooses to be The Vixen and player 2 chooses to be The Beast. These are “active” Chasers. The Sinnerman is a therefore an “inactive” Chaser. The QM has asked the Chasers a question, but neither “active” Chasers know the answer, so they nominate The Sinnerman to answer. The QM reads the answer from the card then looks at the Chaser names written next to it. The Sinnerman’s name is shown, which means he has answered correctly.

- Once an “active” or “inactive” Chaser has answered a question correctly, the QM presses the Tick button, which pauses the Chasers’ clock, and passes play back to the Contestant.
- The Contestant’s clock will recommence its countdown. The QM now asks the Contestant a new question.
- Play continues back and forth between Contestant and Chasers until one clock has reached zero.
- Whichever team has time left on their clock is the winner of that round.

## SCORING:

- If the Contestant wins they bank the Cash Offer that was being playing for by writing it next to their name on the gameboard.



- If the Chasers win, the “active” Chasers share the Cash Offer equally between them and each player writes their share next to their name on the gameboard.

## NEXT ROUND:

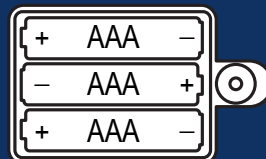
- The next player takes a turn to become the Contestant with the remaining players becoming the Chasers.
- Press the tick button on the unit and go back to the Cash Builder section.
- At the end of the Beat the Chasers game that follows, players add any additional money they win to their total shown on the gameboard.

## WINNING THE GAME:

- Play continues until each player has been the Contestant twice.
- The ultimate winner is the player with the most money.

## Battery Safety Information

- BEAT THE CHASERS™ requires 3 x AAA batteries (not supplied).
- We recommend alkaline batteries for optimum performance.
- An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and - markings inside the compartment.
- Do not recharge non-rechargeable batteries.
- Different types of batteries or new and used batteries are not to be mixed.
- Rechargeable batteries are to be removed from the toy before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the toy.
- Remove batteries from the toy if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.



Disposal of old electrical equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead it should be handed over to local Civic Office, your household waste disposal service or the place you purchased this item from.

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WARNING! Not suitable for children under 36 months. Choking hazard – contains small parts.