

THE SHOWCASE GAME RULES

OBJECT: Guess the total ACTUAL PRICE for a showcase of three different items.

IF YOU'RE THE MC

1. Choose a letter tile and place it on the table. The ACTUAL PRICES for all the items in this game match the letter tile on the table.
2. Draw a set of 3 cards for each of the two players—1 from the orange deck and 2 from the blue deck. You will draw a total of 6 cards.
3. Secretly total the ACTUAL PRICES for each set of 3 cards.
4. Place one set of cards, picture side up, in front of each player.

TO PLAY THE GAME

1. Using their pricers, players guess the total value of their three items without guessing higher than the actual total. See Figure 19.

Note: If the total is over \$10,000, just dial the last four digits and announce there is a 1 in front of the other numbers.

2. Both players show their guesses to the MC.
3. The MC determines which player is closest by subtracting the player's guess from the actual total value of that player's set of three items.
 - If one player goes over, the other player automatically wins.
 - If both players go over, neither player wins the showcase.
4. The MC pays the winner the actual value of the winner's 3 items.

Figure 19

| | | | | |
|--|---|--|--|--|
| PERSONAL STYLING A. \$1783 B. \$904 C. \$504 D. \$724 | COMPUTER A. \$807 B. \$769 C. \$983 D. \$995 | LAWN MOWER A. \$1716 B. \$392 C. \$437 D. \$527 | SECURED WATCH A. \$3989 B. \$2787 C. \$3235 D. \$4195 | VCR A. \$246 B. \$473 C. \$376 D. \$725 |
|--|---|--|--|--|

Actual Price = 5,967

Player 1 guesses 5,000

Actual Price = 4,050

Player 2 guesses 4,500

Player 2 guessed a price higher than the ACTUAL PRICE. Player 1 wins the Showcase Game and the MC pays Player 1 \$5,967.

WINNING THE GAME

After all the Solo games and the Showcase have been played, the players total their winnings and the player with the most money wins the game!

the price is right™

GAME RULES

FOR 3-5 PLAYERS

OBJECT: Win the most money by playing Qualifying Rounds, Solo Games and a Showcase Game.

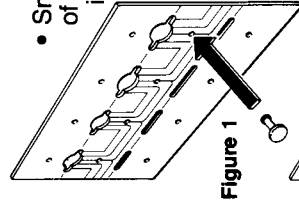
CONTENTS

- 4 pricers with plastic buttons
- 5 gamecards
- 32 plastic tiles
- 5 card decks
- 2 packs of money
- instruction book

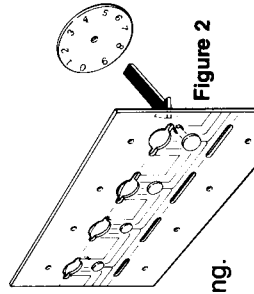
TO SET UP THE GAME

1. ASSEMBLING THE PRICERS

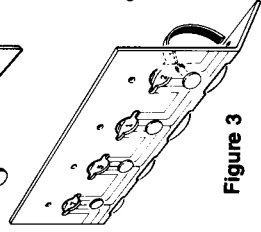
- Punch out the number disks and the pricer housings from the cardboard sheets. Punch out the holes in the number disks and the housings.



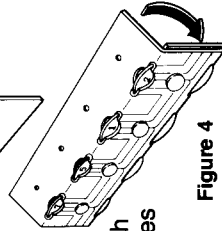
- Snap 1 plastic button in each of the 4 center holes, as shown in Figure 1.



- Snap the 4 number disks into the buttons so that the numbers show through the openings of the housing. See Figure 2.

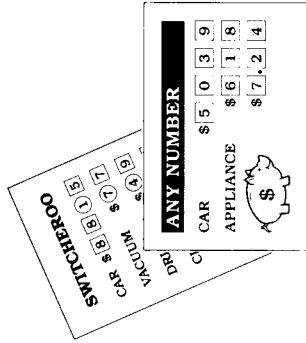


- Fold the housing ends over and push the buttons through the holes, as shown in Figures 3 and 4.

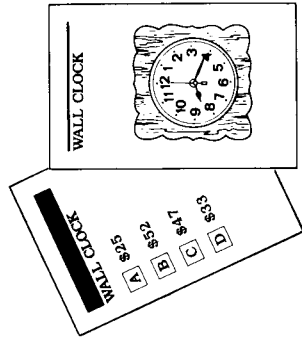


- Break off the plastic tiles from the runners. Separate the tiles into four piles; one for the numbers 0-9, one for the letters A, B, C, D, one for the 4 "X" tiles, and one for the 4 square blank tiles.
- Set up a Bank by separating the packs of money into different denominations.

4. PREPARING THE CARD DECKS: There are five decks of cards. Separate the cards into 5 different decks as follows:



- 1 Deck Any Number/Switcheroo Cards
One side of the card is used when you play the Any Number Solo Game. The other side is used when you play the Switcheroo Solo Game. Place these cards in a deck near the letter tiles.

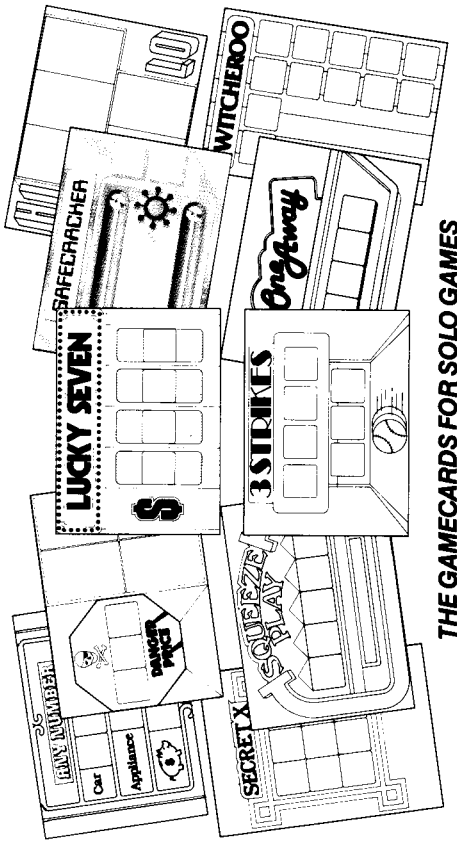


- 4 Item Card Decks
The colored decks are item cards. Separate these cards into decks by color for use with the various games. Place them near the letter tiles with the colored picture side facing up.

The backs of the item cards have 4 different letter prices for the item pictured on the front. The prices are limited to a certain dollar amount. See chart below:

| COLOR OF DECK | ALL ITEMS PRICED |
|---------------|------------------|
| Orange | Under \$10,000 |
| Blue | Under \$1,000 |
| Green | Under \$100 |
| Purple | Under \$5 |

- THE GAMECARDS: There are 5 two-sided gamecards for the 10 solo games. Just flip over the appropriate side for whatever game you're playing. See following illustration on page 3.



THE GAMECARDS FOR SOLO GAMES

HOW TO PLAY THE QUALIFYING ROUND THE SOLO GAMES THE SHOWCASE GAME

- Choose one player to be the MC. If you wish, the MC can change after each Solo Game. A player does not win money while acting as MC. The MC sets up the individual games, runs them and pays the players when they win.
- The Qualifying Round is played first and it is played by all players. The winner of a Qualifying Round is the contestant for a Solo Game. After each Solo Game another Qualifying Round is played to determine the contestant for the next Solo Game.
- Play a Qualifying Round then a Solo Game, another Qualifying Round then another Solo Game until all 10 Solo Games have been played once. Then all players total the money they have won. The two players with the highest totals are the contestants for the Showcase Game.
- After the Showcase Game, all players total their money and the player with the highest total is the winner.

QUALIFYING ROUND RULES

OBJECT: Guess closest to the **ACTUAL PRICE** of an item without guessing higher than the **ACTUAL PRICE**. The winner of this game plays a Solo Game.
IF YOU'RE THE MC

- Randomly pick either the "A," "B," "C" or "D" letter price tile and place it on the table.

ANY NUMBER

SOLO GAME #1

OBJECT: Fill in the numbers 0-9 on the gamecard. The first item price you complete is the one you win.

IF YOU'RE THE MC

1. Place the Any Number gamecard on the table.
2. Draw a card from the Any Number/Switcheroo deck.
3. Using the Any Number side of the card, secretly place the number tiles facedown on the gamecard in the exact order shown on the card.

TO PLAY THE GAME

1. Each number from 0-9 appears once on the gamecard. The contestant calls out one number at a time.
2. The MC looks on the card and turns over each number tile on the gamecard as it is called out.
3. When the price of one item has been turned over, the MC pays the contestant the price of the item. See Figure 7.

Note: Piggy Bank amount is rounded up to the nearest dollar.

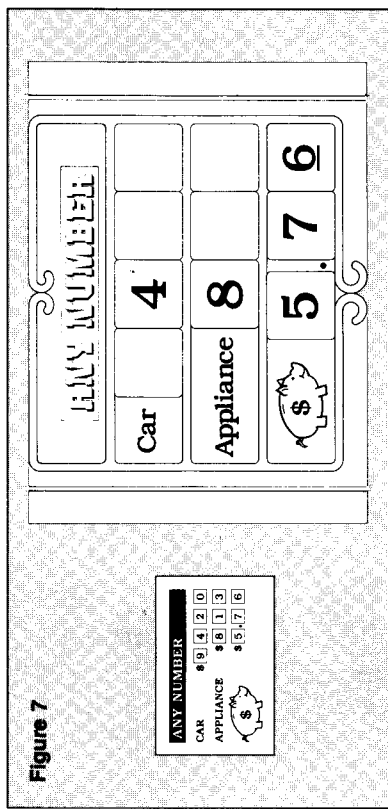


Figure 7

The contestant calls out numbers 6, 8, 4, 7, and 5 and wins the Piggy Bank. The MC pays the contestant \$6, the rounded up Piggy Bank price.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

2. Draw an item card from the green deck.

3. **DETERMINING THE ACTUAL PRICE OF AN ITEM:** The chosen letter price tile indicates which price, of the four shown on the back of the item cards, is the ACTUAL PRICE for that game. See Figure 5. The MC looks at the back of the item card and determines the ACTUAL PRICE, keeping it secret from the players. The item card is then placed in front of the players with the picture side facing up.

4. Give each player a price:

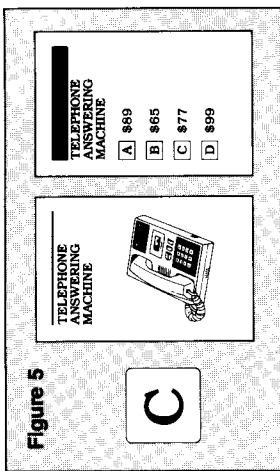


Figure 5

If letter price tile "C" is picked, then the ACTUAL PRICE of the Telephone Answering Machine is \$77.

TO PLAY THE ROUND

1. Using their prices, all players simultaneously guess the price of the item, trying not to guess a price higher than the ACTUAL PRICE of the item.
 2. After all players have dialed their guesses, the MC shows the ACTUAL PRICE—the one listed on the card that matches the letter price tile.
 3. The player who is closest to the ACTUAL PRICE, without going over, is the winner. If a player guesses the exact ACTUAL PRICE, that player wins and the MC pays the player a bonus of \$100. See Figure 6.
- If all players guess too high, choose another item and try again.
 - If there is a tie for the closest ACTUAL PRICE, choose another item and only the players who tied guess again.
4. The MC pays the winner the ACTUAL PRICE of the item with money from the Bank. The winner is now a contestant for the next Solo Game.

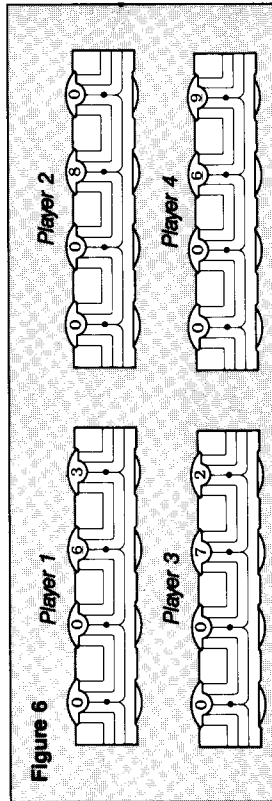


Figure 6

Using \$77 as the ACTUAL PRICE, the winner is Player 3—Player 2 guessed a price higher than the ACTUAL PRICE. The MC pays Player 3 \$77. Player 3 is the contestant for the next Solo Game.

DANGER PRICE

SOLO GAME #2

OBJECT: You are shown four items and given the "Danger" price of one. Pick out the three "Safe" items.

IF YOU'RE THE MC

- Place the Danger Price gamecard and a letter price tile on the table.
- Draw 4 item cards from the blue deck. The **ACTUAL PRICE** for each item is the letter price shown on the back of the cards that match the letter price tile on the table.
- Secretly select one of the **ACTUAL PRICES** on the back of the 4 cards to be the Danger Price.
- Place the number tiles matching the Danger Price face up on the gamecard.
- Place the 4 item cards picture side up on the gamecard.

TO PLAY THE GAME

- The contestant removes the 3 item cards believed to be the safe items that don't have the Danger Price. See Figure 8.
- If the contestant picks the three cards that don't have the Danger Price, the MC pays the contestant the **ACTUAL PRICE** of all four items.
- If the card with the Danger Price is picked, the contestant wins nothing.

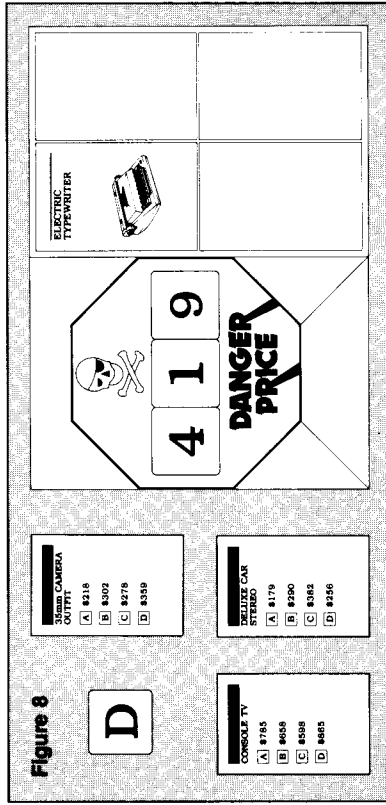


Figure 8

The typewriter had the Danger Price of 419. The player picked the TV, the camera and the stereo as safe items and won the total price of all 4 items—\$1899.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

HI-LO

SOLO GAME #3

OBJECT: Choose the three highest priced items from a group of six.

IF YOU'RE THE MC

- Place the Hi-Lo gamecard and a letter price tile on the table.
- Draw 6 cards from the purple deck and place them on the gamecard, picture side up. The **ACTUAL PRICE** of these items is the letter price on the back of the card that matches the letter tile.
- Draw a item card from the orange deck. This is the prize the contestant is trying to win. It's **ACTUAL PRICE** also matches the letter tile.

TO PLAY THE GAME

- The contestant guesses which 3 item cards have the highest prices and places the cards in the top HI price row on the gamecard. The remaining 3 cards are placed on the bottom LO price row.
- All the cards are flipped over.
- Using the letter price tile, check the **ACTUAL PRICES**.
- If the contestant's choices were the 3 highest priced items, the MC pays the contestant the **ACTUAL PRICE** of the item from the orange deck.
- If any of the choices is wrong the contestant wins nothing.

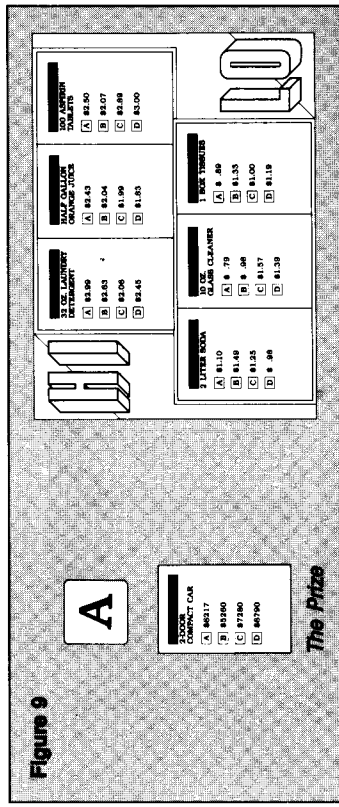


Figure 9

Using letter price "A" to determine the **ACTUAL PRICES**, the contestant has placed all the higher priced items in the top row. The contestant wins the **ACTUAL PRICE** of the compact car, \$6217.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

LUCKY SEVEN

SOLO GAME #4

OBJECT: Have at least \$1 left after guessing the right price.

IF YOU'RE THE MC

1. Place the Lucky Seven gamecard and a letter price tile on the table.
2. Pick an item card from the orange deck. The **ACTUAL PRICE** is the letter price on the back of the card that matches the letter tile on the table.
3. Take the number tiles that match the **ACTUAL PRICE** of the item and put them facedown on the gamecard in the correct order.
4. Give the contestant \$7.

TO PLAY THE GAME

1. The contestant guesses the price of the item one digit at a time from left to right.
2. The MC turns over the tiles one at a time after each guess and shows the actual number.
3. \$1 is lost for each number the contestant's guess is away from the actual number. **EXAMPLE:** If the contestant guesses 3 and the actual number is 5 the contestant loses \$2.
4. If the contestant has at least \$1 left after guessing all four digits, the MC pays the contestant the **ACTUAL PRICE** of the item. If the contestant has no money left, nothing is won. See Figure 10.

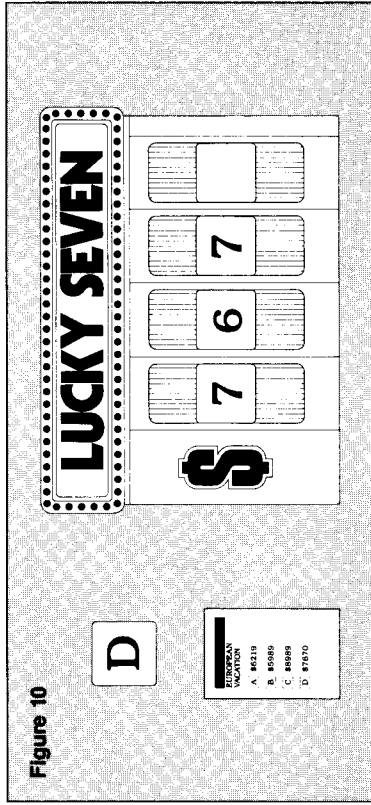


Figure 10

The **ACTUAL PRICE** is \$7670. The contestant has \$4 left and guesses 5 as the last number. The contestant loses all 4 dollars and does not win any money for this game.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

One Away

SOLO GAME #5

OBJECT: Guess the right price. Each digit is one number higher or one number lower than the number shown.

IF YOU'RE THE MC

1. Place the One Away gamecard and a letter price tile on the table.
2. Draw an item card from the orange deck. The **ACTUAL PRICE** on the back of the card is the one that matches the letter price tile on the table.
3. Take tiles that are either one number higher or one number lower than each digit of the **ACTUAL PRICE**. For example: if the **ACTUAL PRICE** is the number 4592, it could be changed to 5483 or 3601 or 3483, etc.
4. Place the tiles with the changed price in order face up on the 4 spaces on the gamecard.

TO PLAY THE GAME

1. The contestant guesses whether the **ACTUAL PRICE** is one number higher or lower than each digit shown.
2. Using a price, the contestant dials his or her guess.
3. If the contestant's first guess is incorrect the MC states how many errors are present. The contestant gets a second guess to try and correct the errors. See Figure 11.
- If the contestant guesses correctly, the MC pays the contestant the **ACTUAL PRICE** of the item.
- If the contestant is incorrect after the second guess, nothing is won.

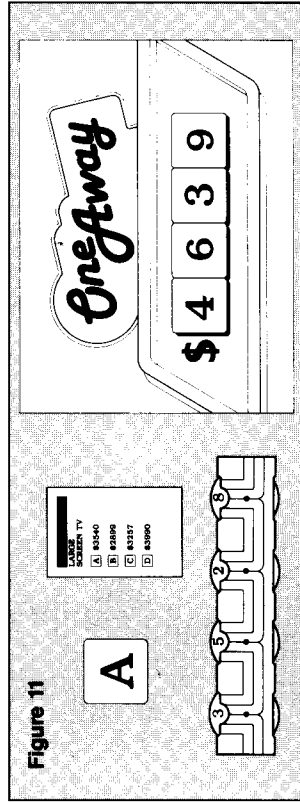


Figure 11

The **ACTUAL PRICE** is changed to 4639. The contestant guesses 5548 first. The MC tells the contestant there are 2 errors present. The contestant's second guess is 3528. The contestant is still wrong and wins nothing.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

SQUEEZE PLAY

SOLO GAME #6

OBJECT: Remove one number and squeeze the others together. If you have the right price, you win.

IF YOU'RE THE MC

1. Place the Squeeze Play gamecard and a letter price tile on the table.
2. Draw a card from the orange deck. The **ACTUAL PRICE** of the item is the letter price on the back of the card that matches the tile on the table.
3. Take the four number tiles that match the **ACTUAL PRICE** of the item and an extra number tile.
4. Secretly, place the tiles with the **ACTUAL PRICE** in order and then, place the extra number in any position in the correct **ACTUAL PRICE**. See Figure 12.

TO PLAY THE GAME

1. The contestant removes the one tile believed to be the extra tile from the gamecard and "squeezes" the other tiles together.
- If this is the correct price, the MC pays the contestant the **ACTUAL PRICE** of the item.
- If the contestant is incorrect, he or she receives nothing.

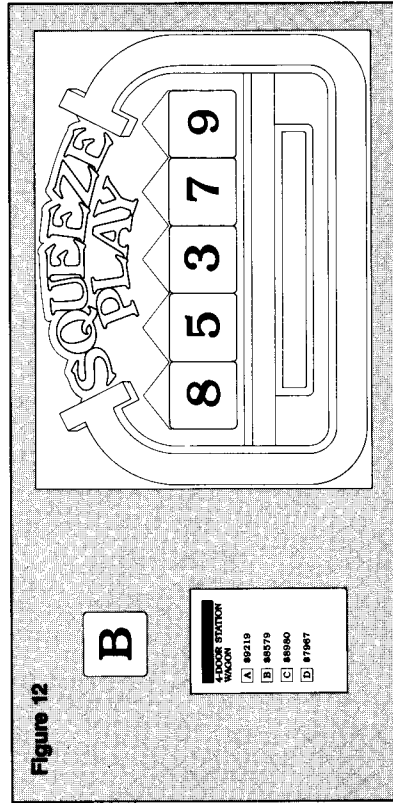


Figure 12

The **ACTUAL PRICE** of the station wagon is \$8579. The MC adds a 3 anywhere in the **ACTUAL PRICE**. The numbers 38579, 83579, 85379, 85739 or 85793 can be used. The contestant removes the #3 tile and wins the **ACTUAL PRICE**, \$8579.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

SAFECRACKER

SOLO GAME #7

OBJECT: Guess the right price to crack the safe and win.

IF YOU'RE THE MC

1. Place the Safecracker gamecard and a letter price tile on the table.
2. Draw an item card from the blue deck. The **ACTUAL PRICE** on the back of the card matches the letter tile on the table.
3. Take the number tiles that match the **ACTUAL PRICE** and mix them up.
4. Place the mixed-up number tiles on the spaces on the gamecard. See Figure 13.

5. Draw two more item cards from the blue deck as prizes. The **ACTUAL PRICES** for these items also match the letter tile on the table.

TO PLAY THE GAME

1. The contestant guesses the **ACTUAL PRICE** by rearranging the number tiles.
- If the contestant is right, the MC pays the contestant the total **ACTUAL PRICE** of all three items.
- If the contestant is wrong, nothing is won.

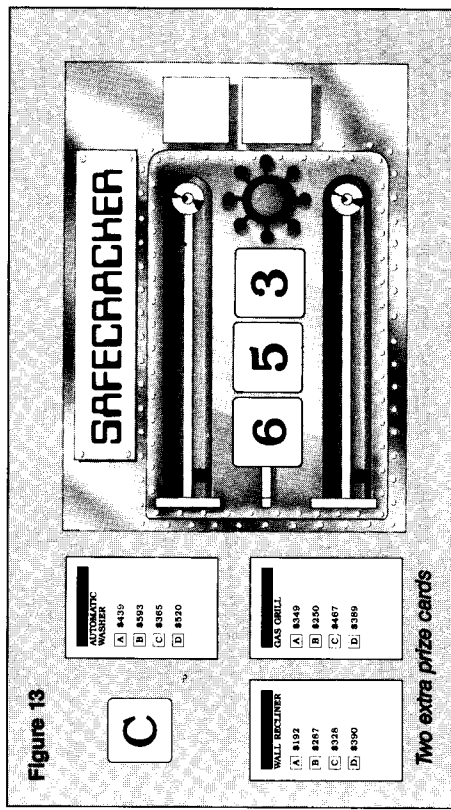


Figure 13

Two extra prize cards

The MC places the mixed-up **ACTUAL PRICE** of the washer on the gamecard. The contestant rearranges the number tiles to read 365 and wins the total price of all 3 items, \$1160. All players now play another Qualifying Round to determine the contestant for the next Solo Game.

SECRET X

SOLO GAME #8

OBJECT: Try to find the Secret X to make 3 X's in a row and win.

IF YOU'RE THE MC

1. Place the Secret X gamecard and a letter price tile on the table.
2. Draw two green item cards and three blue item cards. The **ACTUAL PRICE** of each item matches the letter tile on the table.
3. Take one "X" tile and 2 blank tiles, mix them up and place them facedown on the gamecard in the center "?" column.
4. Give the contestant one of the remaining "X" tiles.

TO PLAY THE GAME

1. The contestant places the "X" tile on any square in the left hand column of the gamecard.
2. The MC shows the contestant one of the green card items. The MC gives the contestant two choices. One choice is the correct **ACTUAL PRICE**. The other choice is a made up price.

EXAMPLE: The **ACTUAL PRICE** of a broom is \$12. The MC asks the contestant "Is the **ACTUAL PRICE** \$18 or \$12?"

- If the contestant guesses the correct **ACTUAL PRICE**, he or she is given another "X" tile to place on the gamecard in the right hand column.
 - If the contestant guesses incorrectly he or she doesn't receive another "X" tile.
3. The process is repeated with the other green card item. If the contestant guesses correctly, another "X" tile can be placed on any open space on the gamecard.
 - If the contestant guesses incorrectly for both green card items, the contestant wins nothing.
 4. The tiles in the center column are flipped over. See Figures 14 and 15.
 - If the contestant has 3 X's in a row, the MC pays the contestant the **ACTUAL PRICE** of the 3 blue card items.
 - If the contestant does not have three X's in a row, nothing is won.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

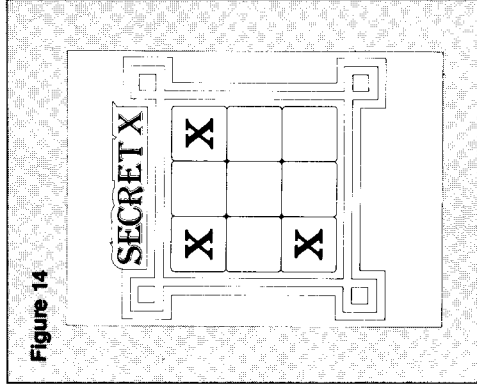


Figure 14

The contestant guessed right on both green card items and placed the X's like this.

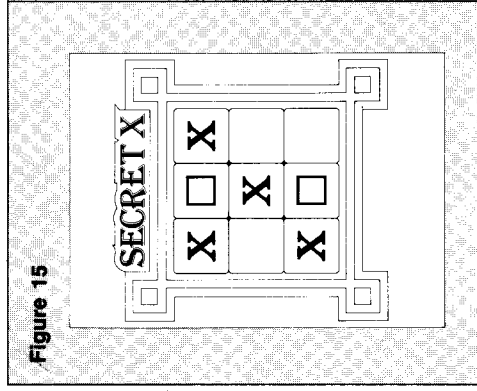


Figure 15

The tiles are flipped over and the contestant has won because there are 3 X's in a row.

SWITCHEROO

SOLO GAME #9

OBJECT: Place the correct numbers in the blank spaces and you win.

IF YOU'RE THE MC

1. Place the Switcheroo gamecard on the table.
2. Draw a card from the Any Number/Switcheroo deck and use the numbers on the Switcheroo side.
3. Take the number tiles you need to fill in all the spaces on the gamecard.
4. Place the tiles on the gamecard in order, but set aside the tiles that belong in the third column (the circled numbers on the card)—leave the third column blank.
5. Mix up the tiles that belong in the third column and give them face up to the contestant.

TO PLAY THE GAME

1. Using the tiles, the contestant fills in the empty column.
2. After one try, the MC tells the contestant how many prices are correct without disclosing which item is correct. The contestant then switches numbers and tries again.

3 STRIKES

SOLO GAME #10

OBJECT: Pick the price of an item before you pick the three strikes and you win.

IF YOU'RE THE MC

1. Place the 3 Strikes gamecard and a letter tile on the table.
2. Draw an orange item card from the deck. The **ACTUAL PRICE** of the item is the letter price on the back of the card that matches the letter tile on the table.
3. Take the number tiles that match the **ACTUAL PRICE** and 3 "X" tiles. Turn the tiles facedown in a pile and mix them up.

TO PLAY THE GAME

1. The contestant draws tiles one at a time from the pile.
2. If a number is drawn, the contestant guesses where the number belongs in the **ACTUAL PRICE** of the item and places it on one of the four top squares on the gamecard.

 - If the number is put on the square it belongs, it remains there.
 - If the number is put on the wrong square, it is returned facedown to the pile and mixed up with the other tiles.

3. If an "X" tile is drawn, it is placed face up on the bottom row of the gameboard. If all three "X"s are drawn before the **ACTUAL PRICE** is guessed, the game is immediately over and the contestant wins nothing.
4. If the **ACTUAL PRICE** is placed in perfect order before the three "X"s are drawn, the MC pays the contestant the **ACTUAL PRICE** of the item. See Figure 18.

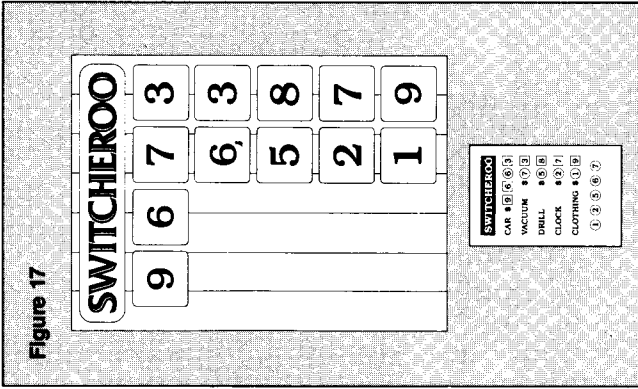


Figure 17

On the second guess, the contestant guessed right on the drill, the clock and the clothing and won the total price of those items, \$104.

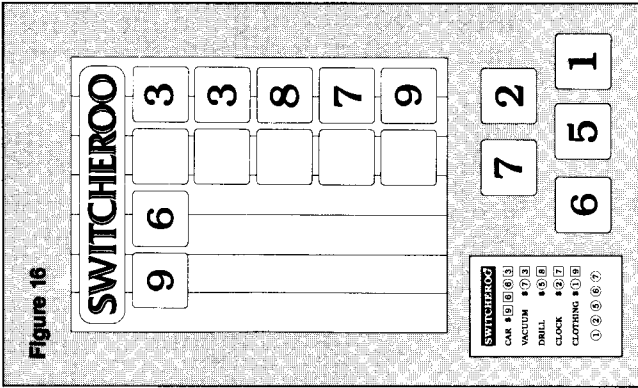


Figure 16

The tiles that belong in Column 3 are mixed-up and given to the contestant. The contestant guesses where the tiles belong.

All players now play another Qualifying Round to determine the contestant for the next Solo Game.

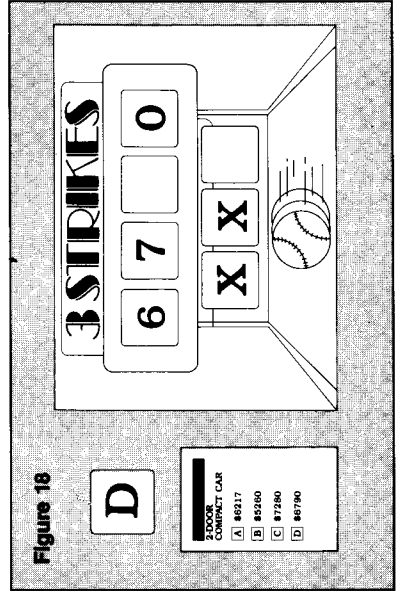


Figure 18

The contestant must pick the tile that completes the price to win. If the third strike is picked the contestant wins nothing. The contestant picks the #9 tile and wins \$6790.

- If the contestant gets all the prices right, the MC pays the contestant the total value of all 5 items.
- If the contestant does not get all the prices right, the MC pays the contestant the price of all the items that are correct.