

POINTLESS

Rules

Object Of The Game

To score the least number of points, by giving a correct answer that you think fewest of the 100 people surveyed, would have given. The best possible answer is one that none of the 100 people thought of, earning you a Pointless answer, and scoring zero points.

Winning The Game

The team that wins Round Three (Head to Head), wins the Pointless Trophy, and has a chance to 'win the jackpot' in the final round – 'The End Game'.

Game Set Up

Go to www.pointlessboardgame.co.uk and download the free scoreboard app to your mobile device or tablet*. The Question Master enters the team details, and will use this app to show the scoreboard counting down the points scored for each answer given, and keep track of teams scores in every round.

The question cards should be placed in separate piles – Round 1,2,3,4, and the cardholders next to them.

How To Play

Decide who will be the Question Master. Ideally, the remaining players should split into teams of two. If the Question Master is also a member of a playing team, he/she must be scrupulously fair by not looking at the answer scores as he/she places the question card in the cardholder.

The app will show the current jackpot which can be 'won', should the one remaining team succeed in giving a Pointless answer in the fourth round.

The jackpot will 'rise' by £250 during the game, if a Pointless answer is found in round's one, two, and three.

Each time the jackpot is not 'won', it will rise by £1,000 for the next game.

Round One

Each team decides who will answer first, and the Question Master reveals the question. In turn, he/she asks each first player for their answer. There is no conferring between team members. As each answer is given, the Question Master enters the score for that answer, into the app, turns the app to face the players, and presses "Go". The scoreboard will count down, exactly as it does in the TV show.

* minimum requirements: Android 4.1 or later, or IOS 8.1 or later.

Once all the first players have answered and received their score, the second players take their turn at answering the same question. The Question Master performs the same actions, as with the first answers.

The app will total each teams score for the round, reveal which one has the highest, and that team is then eliminated from the game. Scores can also be written down on the answer sheet provided.

Round Two

Each first player from the three remaining teams is given a question from the Round Two cards. Again, each answer is given its value, by the Question Master via the scoreboard app. **A second question** is then given to the next team member, and their scores are recorded the same way. Again, no conferring is allowed in this round.

Total scores are revealed, as in Round One, and the team with the highest, is eliminated.

Round Three (Head to Head)

The two remaining teams now battle it out in the 'Head to Head', with the first team to win two questions, being the winners. Conferring is now allowed between team members.

The Question Master reads out a Round Three question, and either member of the first team gives their answer. (The app will work out which team will answer first, then teams take it in turns for subsequent questions)

The scoreboard now shows two columns, and the Question Master reveals each teams score side by side.

The first team to win two questions, receives the coveted 'Pointless Trophy', and now have the opportunity to 'win' the jackpot.

Round Four (The End Game)

The Question Master randomly selects three Round Four questions, and reads them out to the last remaining team, who then have one minute to come up with three answers. Their answers can be from any of the questions – one from each, all from one, or any other combination.

When time is up, they must give their three chosen answers to the Question Master. One by one, the Question Master will check the answers, and program the scoreboard accordingly.

If one of the answers proves to be a Pointless answer (zero points), the jackpot is 'won', and victory is complete!

Should there not be a Pointless answer given, the jackpot for the next game will rise by '£1,000', and the app will show this accordingly, at the start of the next game.



**EndemolShine
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As seen on the

