

PLINKO™

the PRICE IS RIGHT

Play THE PRICE IS RIGHT's most popular game at home!

Ages | Âges 10+
2+ Players

CONTENTS:

- Plinko Board
- 5 Plinko Chips
- 50 The Price Is Right Question Cards
- Game Instructions



Setting Up

Step 1



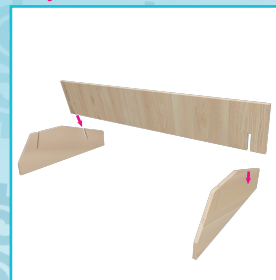
Assemble the main game board by lining up the holes on the board halves with the bolts on the yellow sides as shown. Slide bolts through the holes on the board and screw a wing nut onto each bolt protruding through the board.

Step 2



Install 3 AA batteries into the compartment on back of the board. Use a screwdriver to remove the door on the compartment to install.

Step 3



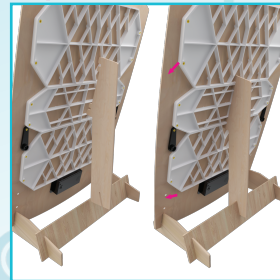
Insert the long, wooden base with the slots facing down into the short side of the support pieces as shown in the image.

Step 4



Place the large Plinko Board into the 2 large slots on the support pieces until seated fully and the board can stand up on its own.

Step 5



Install the brace in the back. Line up the slot on the bottom with the long base piece. Notch the top in place under the plastic rib as shown.

Step 6



Once assembled, flip the power switch to ON. The switch is located on the battery compartment.

Object Of The Game

Come on down! It's your turn to play Plinko! Each game begins with a Question Round based on classic games from *The Price Is Right*. Answer correctly to earn Plinko chips. After 5 rounds, all players drop their chips in the Plinko board during the Money Round. The player that earns the most money wins!

Question Round

- Shuffle *The Price Is Right* Question Cards and place the deck face down in front of the Plinko board.
- The player that went grocery shopping most recently begins the question round as the first reader.
- The reader draws the top Question Card and reads it to the player on their right. You will need to show pictures on the cards so be careful to keep the answer on the bottom of the card covered.
- If the player answers the question correctly, they earn a Plinko chip for the Money Round! Hold on to your winning cards to keep track of the number of questions you answered correctly.

- If the player answers incorrectly, their turn is over and the question card is discarded.
- The answering player now becomes the next reader. They then draw the next question card and read it to the player on their right.
- If a card is a Group Question, then all players answer except the reader. The player that wins the question wins the card. The player to the right of the reader becomes the next reader.
- Play continues counterclockwise around the table until each player has read 5 questions.



Money Round

- Players take turns dropping Plinko Chips into the top of the board. Start with the player with the fewest chips and ending with the player with the most.
- The number of Plinko chips each player earns is based on the number of winning cards they have from the Question Round.
- As players drop their chips, they add up the money earned with each drop.

Important: Only drop one disc at a time to activate the sensor. Discs must be removed from the scoring area before dropping the next disc.

Winning The Game

- The player that earned the most money from dropping their chips wins the game! The winner keeps all their pretend winnings minus applicable taxes and processing fees.
- In the case of a tie, the tied players each drop one more chip. Whoever earns the most money on that drop wins the game. For continued ties, just keep dropping until there is a winner!



And don't forget, help control the pet population — have your pets spayed or neutered!

⚠ WARNING:

Do not mix old and new batteries.

Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries.

FCC STATEMENT: This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15.5 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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