

- A player who UNDERBID pays chips equal to the difference between the number bid and the actual number of correct answers TO THE GUESSER.
- The Special MAX BID rule remains in effect.

## CREDITS

### Special thanks to the following for meritorious playtesting:

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### Game Design

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## BATTERY SAFETY INFORMATION

- Never mix old and new batteries (replace all batteries at the same time).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadium) batteries.
- Always replace all batteries at the same time.
- Alkaline batteries are recommended for best performance.
- Rechargeable batteries are to be removed from the toy/game before being recharged.
- Non-rechargeable batteries are not to be recharged.
- Do not mix different types of batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with correct polarity.
- Exhausted batteries are to be removed from the toy.
- Supply terminals are not to be short-circuited.
- Dispose of batteries safely (Do not dispose of batteries in fire, batteries may explode or leak).



A game for 3-8 players  
Playing time: 30-60 minutes



176 Category Cards



8 Voting Dials



1 Pressure Point Card  
Holder & 10 second timer

100 chips —

● 55 Red (1 pt)




● 35 Blue (5 pts)

● 10 Green (15 pts)



Pressure Point is a game of quick thinking and blurting out answers under pressure. How many Foreign Cities can you think of? How about Flowers? Football Teams? Well, think fast because you only get **10 SECONDS!!!!**

Everyone else is betting on how many answers you'll get right within the time limit. Bid right and they'll be rewarded, BUT... over or underbid and they could be losing points or worse... scoring more points for the Guesser!

## SETUP

Give each player a Voting Dial , 5 red chips  and 2 blue chips . Place the rest of the Chips in a pile in the center of the table. Load 12 category cards into the reader by pulling the tab back and slipping the cards into the slot so that a category appears in the window. Randomly choose a player to start the game. Choose the length of the game by deciding to play 2, 3 or 4 rounds per Guesser. A round consists of each player being the Guesser once.

## GAME PLAY

The player who is chosen to start the game is the first Guesser. The **player to his left** takes the Pressure Point device (PP),  looks at the category in the window and without  showing it to the guessing player, passes it around the table so the rest of the players may see it. The last player before the Guesser places the PP face down in front of the Guesser with the green GO button side up.

As each player (except the Guesser) looks at the category, they use their dials to secretly bid on how many answers (from 1-8) they believe the Guesser will correctly say in 10 seconds. Once the bid is set on the dial, the dial is placed face down on the table in front of them. Once everyone's bid is down, the Guesser presses the GO button and turns the PP over to read the category. They must rush to say up to 8 things that fit that category before the 10 seconds are up. When the timer beeps, the time is up.

Players should keep track of correct answers, but remain quiet until the time is up. Any arguments over whether or not an item fits a category will be settled by majority rule. After the timer has elapsed, players reveal their bids and score.

## BASIC SCORING

A Guesser receives one point for each correct answer in chips from the pile.

### Players then score as follows:

- A CORRECT bid earns a player that many points from the chip pile.
- A player who OVERBID puts a red chip back into the pile.
- A player who UNDERBID puts a red chip back into the pile AND pays a red chip to the GUESSER.

Players pay the chip to the pile before paying the Guesser. Players without any chips left do not have to pay the Guesser.




**SPECIAL – The MAX BID:** If a player bids 8 and the Guesser correctly answers that many or more, then the player receives 8 points from the chip pile and pays nothing.

If the pile runs out of chips every player must pay back an equal value of chips to replenish the pile.

The next player in clockwise order becomes the next Guesser. The player to their left flips the current category card upside down to see the next category and the game continues in the same manner.

## ENDING THE GAME

Once each player has Guessed for the number of turns decided on at the beginning of the game, the game is over. Players count their chips to add up their points.

 = 1 point     = 5 points     = 15 points

The player with the highest score is the winner. If there is a tie the tying players face off in one more round until a winner is decided. There is no bidding by any player in Tiebreaking rounds.

## OPTIONAL ADVANCED SCORING

*Not for the faint of heart...*

A Guesser receives one point for each correct answer in chips from the pile.

### Players then score as follows:

- A CORRECT bid earns a player that many points from the chip pile.
- A player who OVERBID by any amount puts chips equal to the difference between the number bid and the actual number of correct answers back into the pile.

