



MAJOR LEAGUE
— QUIZZING —

MLQ FAMILY FEUD

Players needed: 5+

Object of the Game:

To have the most points at the end of the game by quoting the most number of verses correctly.

Setup:

Have a quiz book ready and a score sheet to keep track of verses quoted correctly.

Now choose a player to be the Host. The remaining players are divided into two teams. If there are an uneven number of players make the teams as evenly balanced as possible.

Each team then picks the order of the players and a team name.

Host Duties:

- Read the verse quotes
- Follow along to make sure the verse is quoted correctly
- Award points and keep track of points scored

The host decides which verses to read as quotes. When a player quotes a verse correctly, the Host awards points for the verse quoted. When a player quotes incorrectly or takes too long to give an answer (determined by the Host), it counts as a strike.

Game Play

Throughout the game, players will try to quote verses correctly.

Each game consists of as many rounds as there are players on each team. For a five-player game, one player acts as Host with the remaining four playing against each other for two rounds.

The Face Off Rounds

Each round begins with a one-on-one Face Off as a player from each team tries to quote the verse read by the host first. Each team chooses a player for the one-on-one Face Off.

The Host reads aloud a verse from the quiz book.

When either of the two players has thought of the verse, they raise their hand (in case of a tie, the Host decides who responded first). The player then must quote the verse immediately. If the player quotes the verses correctly, he may choose to pass or play.

If the verse is quoted incorrectly the opposing team's player is given the chance to quote the verse. If both players quote incorrectly a new verse is read.

Note: If a player fails to give an answer immediately, he loses his turn.

The player that wins the one-on-one Face Off may either play or pass the play to the other team. The team playing becomes the 'controlling team'.

Players on the controlling team take turns answering quotes. Player #2 then answers the next quote and if they answer correctly play continues in the order the team set up. Players cannot help each other answer the quote. Each person on the controlling team must answer their quote correctly in order to win the round.

Winning the Round

If each person on the controlling team answers their quotes correctly without getting a strike, the points are totaled and added to the Scorecard under their name.

If the controlling team gets one strike (if a player cannot or incorrectly quotes a verse) the opposing team has a chance to steal the quote and pick a member of their team to answer it.

If it is quoted correctly by the opposing team, they win the round. If they quote the verse incorrectly, the controlling team wins the round.

The Scoresheet

For each verse quoted correctly the host gives points according to the round being played. For example, player one answered a quote correctly during the fourth round so 4 points will be awarded.

The host will continue to tally points together during the round as quotes are answered correctly.

In the event of the opposing team stealing a quote, all points won by the controlling team during the round are awarded to the opposing team.

At the end of each round, the points are totaled and added to the Scorecard for the winning team.

Face Off Round 2

A new member from each team is chosen for the one-on-one Face Off and the Host gives another quote. The game is played the same as in round 1 except the point value for each quote is 2 points.

Face Off Round 3

A new player from each team is chosen for the one-on-one Face Off and the Host reads another quote. The game is played the same as in rounds 1 and 2 but the point value for each quote is 3 points.

Play as many rounds as there are players on each team in order to give every player a chance to do the one-on-one Face Off. For every round played the point value of quotes accumulates by 1 point, for example: Round 10 would be 10 points per quote.

End of the Game

The team with the most points on the Scorecard is the winner of MLQ Family Feud.