EYEWITNESS™ NEWSREEL CHALLENGE

Hours of News-Scooping Fun for Everyone!

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For 2 or more players/Ages 8 to adult.

TO HELP YOU START PLAYING *EYEWITNESS NEWSREEL CHALLENGE* MORE QUICKLY, A BRIEF OVERVIEW OF THE GAME RULES IS FEATURED AT THE BEGINNING OF THE VIDEO CASSETTE TAPE. FOR MORE SPECIFIC INSTRUCTIONS, PLEASE REFER TO THE PRINTED RULES THAT FOLLOW.

OBJECT

To be the first team (or player) to move your peg to the end of the row on the scoreboard by correctly answering the opposition's questions about what you've seen and heard on the videotape—or by stumping the opposition with questions of your own.

EQUIPMENT

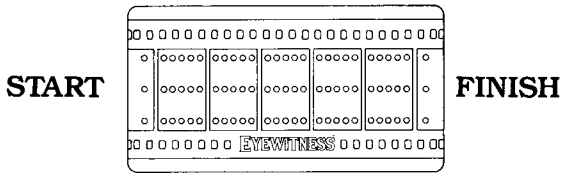
A 120-minute video cassette tape that features over 100 film clips • a scoreboard • 3 scorekeeping pegs (red, white and blue) • 2 EYEWITNESS note pads

SETUP

These are rules for a 2-team (or 2-player) game. Additional instructions for a 3-team (or 3-player) game follow. Please read this information first.

1. Divide the players into two teams of equal number. It's okay if one team has one more player.
2. Give each team a pencil and a sheet of paper from the EYEWITNESS note pad.
3. Decide which team will begin the first round. This becomes team "A." The team to go second becomes team "B." Teams "A" and "B" will take turns going first for each of the following rounds.

4. Choose one player to operate the VCR. This player will start and stop the videotape at the beginning and end of each film clip.
5. Choose one player to be the scorekeeper. The scorekeeper inserts one peg for each team into the first hole of any row at the appropriate end of the scoreboard, as shown:



PLAYING

There are 15 categories of subjects in EYEWITNESS. Within each category are several short clips. Each clip constitutes one round of game play. The clips are numbered sequentially. *Make sure you view the clip from its numbered starting point.* You may begin with any clip you wish, and view them in any order at all.

1. Start the first clip from the beginning. Both teams watch and listen simultaneously. Everyone is allowed to take notes on the information you see and hear. Try to take in as much as possible. Don't talk to team members at this time—EVERYONE NEEDS TO HEAR THE TAPE! And don't let your opponents see your notes.
2. When the clip is over, stop the tape.
3. Each team huddles together, and *in secret*, makes up two questions based on the team member's notes. Talk it over among yourselves, and choose two questions which you think will stump your opponents.
   - The questions must be based on what you saw and heard on the clip—not any other facts or trivia you might know about the subject matter.
   - The questions must be such that the answers can be verified by reviewing the clip. In other words, seeing and hearing is believing.
   - The questions must have only one-part answers.
     Example:
     "Name the five people mentioned in the clip" is not acceptable.
     "Name the first person mentioned in the clip" is acceptable.
   - Based on what you've seen and heard, you must know the answer to any question you ask.
4. A member of the team writes down the two questions you're going to ask. It's a good idea to write down a backup question or two if possible.
5. Team "A" reads the first question aloud to team "B." Team "B," *without referring to their notes*, gets together to come up with the answer. A member of team "B" announces the answer out loud. ONLY ONE GUESS IS ALLOWED. Team "A" then asks the second question, and team "B" announces an answer.
6. The scorekeeper moves the pegs on the scoreboard accordingly after each question is answered. (See *SCORING* section.)
7. Now, team "B" asks its questions of team "A." The scorekeeper moves the pegs accordingly after each answer is given.
8. The round is over. Start the next clip to begin a new round.

SCORING

Your team's peg is moved one space ahead on the scoreboard when:

1. Your team answers a question correctly.
2. Your team stumps the opposing team with a question.

CHALLENGING

If a team thinks it has answered a question correctly, and the opposing team thinks it has not, the "answering" team may choose to call a challenge. Rerun the clip in order to verify the correct answer to the question. Whichever team wins the challenge gets to move its peg ahead one extra space (in addition to the one gained for either guessing correctly or stumping). If both teams have the wrong answer, neither pegs are moved.

WINNING

The first team to move its peg to the last space in the row wins the game. If you prefer, you can set a time limit, and the team whose peg is in the lead at the end of the limit wins the game.

WHAT HAPPENS WHEN YOU'VE SEEN ALL THE CLIPS?

There are over 100 clips in this videotape, and each one is filled with audio/visual details. Because players make up their own questions based on these details, a clip that's viewed more than once can still provide a different game every time. Also, as the players change, the questions change, too. So enjoy the reruns!

3-TEAM (OR PLAYER) RULES

The rules for 3 teams (or 3 players) are the same with this exception:

- Team "A" makes up two questions. The first question goes to team "B," the second question goes to team "C." Then, team "B" asks one question of team "A," and one of team "C," and so on in turn. Challenges take place between the "asking" team and the "guessing" team, only.

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