

“Geeks” Instructions

The Concept: The players will add points to their geek score when the statements apply to them to find out just how geeky they really are.

Items Needed: Geek sheet (included as a separate PDF file).

Instructions: This is an individual game. Pass out a geek sheet to each player before starting the game. You may notice something a little geeky about how the questions are numbered: they're in binary (1 = 1, 10 = 2, 11 = 3, etc.). You may need to explain this to the group so they aren't confused. As the game progresses, they can always match up the number on their sheet to the number on the screen if they get lost. Players will use the worksheet to record their geek score.

A statement will appear on the screen and the players will have to decide if it applies to them. If it does, they score the points for that question. The number of points for each question is different and appears in a box at the upper left or right of the screen. There are five questions that give the player a chance to score double points. After the initial statement and points are shown, the slide automatically changes to show the “bonus” statement that is worth double.

After the fifth and tenth statements, there is an “Addition Intermission.” This is a chance for the players to add up their scores to this point. At each intermission players should keep a running total, not just add the previous five questions. This way you can find out who's in the lead at different points in the game. The “Final Geek Factor” slide, which appears after the last question, is where you find your final geek score. The next screen shows which geek category you fit into based on your score.

Scoring: Points are shown on each screen. There is no actual winner because players will just find out which geek category they are in. You can recognize the player in your group that has the highest score as the ultra geek if you want to.

Any questions or problems please email: service@pointmangames.com