

Press Your Luck!

Game Logic



Overview

The concept is simple: earn spins through trivia, bring the spins to the **Big Board**, and avoid the **Whammies**. If a player is able to do these better than the opponent, they are sure to win. After two rounds of both trivia and spins, the player with the most money in the bank at the end of the game emerges victorious.

Game Phases

Press Your Luck consists of two main phases: **Trivia** and **Spinning**.

Trivia

In the trivia portion of the game, each player competes to answer the trivia questions with both accuracy and speed. At the beginning of the round, a question is presented on the screen with three multiple choice answers. The players are then allowed to buzz in to submit their answers. If a player buzzes in first and gets it right, they are rewarded with three spins. Since the second player was allowed to see the previous players answer, they are only rewarded with one spin if they get it right. And of course, if either player gets a question wrong, they are not rewarded any spins. Through this logic, if a player buzzes in first and gets it wrong, the second player is still only rewarded with one spin.

Three Spins: Buzz in first and answers correctly

One Spin: Buzz in second and get it right

No Spins: Answer is not correct

This flow of rewarding flows encourages a mix of speed and intellect to earn the most spins. But what do you do with all these “spins” you’ve earned? I’m happy you asked.

Spinning

In the spinning portion of the game, each player takes their spins earned in the trivia round to the **Big Board**. In Press Your Luck, the Big Board is a magical place where each player can add to their bank. However, if a player lands on the dreaded **Whammy**, it clears your bank. By successfully maneuvering around the Whammies and earning the most cash, a player rises to the top.