Project Manual

Do you want to be a millionaire? Our game will give you a chance at that!

Begin the game by pressing the red start button in the bottom right corner. The game works by answering 10 questions about many different topics. With each question you get right, you receive $100,000 and move onto the next question. If you get a question wrong, the game is over and you are rewarded with the amount of money you have received up to that point. Some questions might be harder than others so there are three lifelines in place to assist you in getting the correct answer. The first lifeline is the 50/50 lifeline. 50/50 takes away two of the answer choices and narrows it down to two choices. This makes it easier to guess between two choices rather than the original four choices. The next available lifeline is the Ask-the-people lifeline. Ask-the-people gives a percentage for each answer suggesting what the audience thinks the right answer is. The highest percentage for an answer means that the majority of the audience believes that answer is the correct answer. A lower percentage means that a lower percentage of the audience believes that answer is correct. The last available lifeline is the Phone-the-genius lifeline. This lifeline calls a genius who guesses the answer for you. This is helpful for harder questions or questions that you believe a 50/50 lifeline wouldn't help as much. The phone-the-genius lifeline automatically moves you to the next round and rewards you with another $100,000. The lifelines are not unlimited though. Once a lifeline is used up, it cannot be used again for the entirety of the game, so use them wisely. There are no consequences for using a lifeline. The game ends when you either answer all 10 questions correctly or you get an answer wrong.