

For 2 to ∞ Players, Ages 10 to Adult  
Playing Time: Approx. 30 Minutes

# GeekOUT!™

POP CULTURE PARTY™

## Object of the Game:

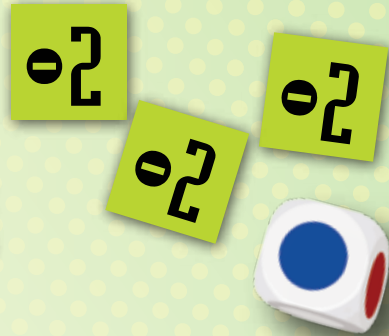
"Out-geek" your opponents by out-bidding and completing challenges in different pop culture categories! Steal and score points by being able to complete bigger lists than your opponents, but don't bid too high or you could end up losing points in the end.

## Contents:

205 Geek Out! List Cards

20 Penalty Chips

a 6-sided Category Die, including a blank "wild" side



In Geek Out! Pop Culture Party, each topic conforms to one of these categories:



Red: Movies



Blue: Television



Yellow: Literature



Green: Music



Black: Miscellaneous

## Game Play:

Players may play one-on-one, or divide into teams. Teams are suggested with games of 8 or more players, and you can play with any number of teams.

Select one player (or team) to go first, who then rolls the die to determine their challenge category. In the case of a blank roll, that player gets to choose any category that they desire, before hearing the topics. The opponent to the player's right, then draws the top Geek Out! List Card and reads aloud the corresponding challenge. The player states clearly if they accept the minimum bid as listed on the card, or if they would like to increase it by bidding a higher total. "Bluffing" is encouraged!

Once the original player has made their bid, the option to bid passes to the next player, clockwise. That player may pass or bid higher, but may not bid the same number stated by the previous player. This continues in clockwise order until all players have passed, except for the last player to bid. The bidding process may take several rounds to get to this point. The highest bidder must then attempt to successfully complete the challenge.

*Example: It is John's turn, and he rolls the die getting the red Movies category. Bill, the player to John's right, draws a List Card, and reads John his challenge: "Four Films in which Will Smith has appeared." John can state, "I can list four," but being a film buff, he decides instead to raise the stakes, claiming, "I can name seven." The option to bid higher passes on to the next player in either case. This bidding process continues until all players have passed except one.*

Once bidding is complete and the challenge has been accepted, the last player to bid may now attempt to list the required amount of items indicated on the card.

**Note: No serials are allowed in a valid list. For example, if Men in Black is listed, then Men in Black II cannot be listed. For more details about appropriate lists, refer to the House Rules and the Glossary.**

If the challenge is completed successfully, the player who accomplished it receives the List Card, which is worth 1 point. The player places that card on the table in front of them. If the challenge is failed, the player who attempted it takes a Penalty Chip, which is worth -2 points. The player places the chip on the table in front of them (see **Scoring**).

On the rare occasion that no one bids above the minimum number listed on the card, no penalty will be given if the challenge is not completed successfully. The original player can still attempt to list the minimum number, but won't be penalized if they fail. If they succeed, they still take the List Card as a point.

Play then passes to the left (clockwise) of the last player to roll the die, and the process is repeated.

## End of the Game:

The game ends once any player reaches a total score of 5 points. For a shorter or longer experience, you can adjust the amount of points needed to win the game.

## Scoring:

Players will earn 1 point for each List Card they receive and -2 points for each Penalty Chip they receive. The first player to reach a total of 5 points has successfully "out-geeked" their opponents to win the game!

## House Rules:

Geek Out! is a party game that encourages debate and discussion. Players may campaign as to why they believe an answer is valid. Some challenges on the List Cards are more vague than others, specifically to elicit a wider range of possible answers. Players are encouraged to get creative when answering! Below we have included a glossary with some of the terms that pop up frequently in the game. We recommend that you use this only as a general guide, however, and let your group decide amongst itself which answers it deems appropriate. We also suggest that you set up parameters regarding the bidding process before your game begins, such as allowing players only 10 seconds to either bid or pass, or to only write lists on paper when working as a team.

Topics listed in specific categories are intended to be composed of responses that fall only in those specific categories. For example, in the Movies category, the topic "Four Teen Actresses of the 1980s" is meant to have players list only teen actresses who appeared in Movies/Films that were released in the 1980s, rather than teen actresses who had only appeared on TV shows, commercials, etc. in the 1980s. However, this can be left up to House Rules determined at the beginning of the game.

## Glossary:

**Actor:** The word "Actor" can mean a male or female actor, while "Actress" only applies to female actors.

**Celebrity:** A "Celebrity" is a person who commands some degree of public fascination and influence in day-to-day media, who is famously or infamously recognized in a society. Celebrities can include: actors, newscasters, television personalities, politicians, athletes, musicians, authors, models, world leaders and more.

**Take Place:** Films that "Take Place" in a specific location need to be primarily set in that location/time period/place, or that location/time period/place needs to be heavily featured in the Film. For a TV show to "Take Place" in a specific space, the location/time period/place needs to appear in at least one scene in nearly every episode. For a Literary Work to "Take Place" in a specific location/time period/place, the majority of the story must be set there.

**Shows:** In the TV Category, "Shows" refers to television shows that originally aired on TV, or on a streaming service (such as Netflix).

**Literature:** "Literature" includes written works, such as poems, plays, short stories, novels, graphic novels and comic books, biographies, autobiographies, and other fictional and non-fictional works; printed materials such as books, articles, newspapers, and magazines; and online published works such as articles, blogs, and online newspapers.

**By:** For the purposes of this game, in the Music category, "by" means "sung by," "performed by," "written by," or "composed by," unless otherwise specified.

**Performer:** For the purposes of this game, in the Music category, a "Performer" is any singer, musician, group, or band. A "Musician" is a person who plays a musical instrument or sings. In this game, "Group" and "Band" are synonymous, and refer to an ensemble of musicians.



**Named:** A "Named" item is one that actually has a name. For example, if the challenge is to list a TV named vehicle, then "The General Lee" would be valid, but "the car from The Dukes of Hazzard" would not. Unnamed items, like "the car in *Starsky & Hutch*" are also not allowed.

**Series/Serials:** A "Serial" is any series of films, books, etc. (this can also include cable TV channels, devices, gaming systems, etc.) that belong to each other in parts, sequels, trilogies or more. No serials are allowed in a valid list. For example, if *Iron Man* is listed, then *Iron Man 2* cannot be listed (but it is possible that *The Avengers* would be). Spin-offs are allowed in a valid list (see **Spin-offs**). Reboots are considered part of a serial. For example, the film *Batman* and the film *The Dark Knight Rises* are considered serials and may not be used together in a valid list.

**Spin-offs:** A "Spin-off" is a book, television show, or film that is derived from another with an alternate storyline and/or cast. Spin-offs ARE allowed in a valid list. For example, if *Cheers* is listed, then *Frasier* may be listed too.

**Franchise:** A "Franchise" is any well-known intellectual property that has been created into a combination of books, films, television shows, games and/or merchandise.

### Mixing Instructions:

Geek Out!™ Pop Culture Party™ can be played on its own, or may be combined with other editions of Geek Out!™ When playing with multiple editions, keep the card deck from each edition in a separate pile. On a player's turn, after rolling the die, they may choose from which pile they would like a card to be drawn.

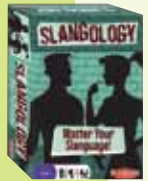


For extra geeky fun, check out **Geek Out!™** The original out-geek your friends party game! Out-bid your opponents to see who knows the most about your favorite geeky pop-culture subjects!



**Say What You Meme™** is the #hilarious #partygame where you can create your own memes and choose which are the funniest! Will your meme "go viral"?

**Slangology™** is the fantabulous party game that lets you master your "slanguage" and create your own hilarious slang definitions! Do you speak "funny"?



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[www.PlayroomEnt.com](http://www.PlayroomEnt.com)

**Special Thanks to:** Rebekah Zetty, Jessica Eyler, Joseph Teague, Curt Sandvig, and Boyan Radakovich

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