How to play weird things humans search for

Does the tooth fairy have a boyfriend?

My feet look like hands.
Rules

Aim
To figure out the most popular search term from a list of real searches. The higher your guess ranks on the list, the more points you score for your team. After five rounds, the team with the most points wins.

Setup
Begin by choosing a player to be the Search Master for the round. Hand them the scorepad and the stack of Search Cards - they now have an encyclopaedic knowledge of every weird search known to man. (Yep, even that one you typed in at 2am last weekend.)

Everyone else splits up into teams of one or more and grabs a pad and a pencil.

Play
The Search Master begins by drawing a card and reading out the first part of a popular search. For example: “Why do I have so much…”

Each team must now try to guess the most popular ending to the search. They get one minute to privately discuss before writing down their two answers - one main answer and one bonus answer.

When everyone is ready, the Search Master reads out the answers on the Search Card for everyone to hear. Now each of the teams reveal their main answers and bonus answers to the rest of the group.

If a team’s main answer is top of the list, they score four points. If it’s anywhere else on the list, they score two points. They also score one point if their bonus answer is anywhere on the list. Once everyone has read out their answers, dish out any points the teams have won and jot them down on the scorepad.

Example
Here’s the Search Card for the round:

Main - Saliva
Bonus - Energy

Team A got their main answer right but their bonus answer wrong, which only gets them two points.

Main - Chest hair
Bonus - Free time

Team B’s main answer and bonus answer were both missing from the list, so they score nothing.

Main - Wind
Bonus - Snot

Team C’s main answer was top of the list, which earns them four points. They also got their bonus answer right, giving them a whopping five points in total - the maximum score in any round.

Winning
After five rounds, the team with the most points wins. In the event of a tie, draw a new Search Card and the team who gets the answer highest up the list wins.