

Know, wait, guess

What's the game all about?

Here's what's inside:

- 150 cards with 300 questions
- 30 answer markers
- 5 point markers
- 4 covers for wrong answers
- 1 answer board
- 1 mirror



How to set up the game:

Take all of the playing materials out of the box. Before your first game, remove the points markers, answer markers, and covers from the punchboards. Each player should choose a color, take the colored **answer markers** in the according color, and lay them ready in front of them.

The bottom of the box has a **point scale** on the side. Place your point markers on the starting field.

The **question cards** are double-sided. The colored frame around the question is either yellow or black to allow you to sort them more easily. Now decide which side of the cards you want to play with. Place the deck of cards next to the bottom of the box with your chosen side turned face up.

Now take the **top card** from the pile and place it on the box lid. The corners of the card should protrude over the edges. Here's how to position it:



Place the answer board next to the box lid. Finally, lay the mirror ready.

Now you're ready to get started!

How to play:

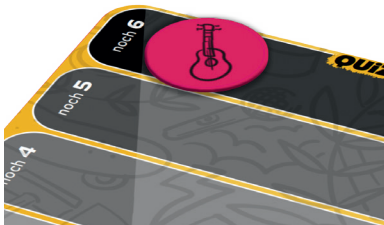
One player reads out the quiz question and all of the possible answers on the card on the box lid. All players can now suggest an answer at the same time or choose to wait.

Want to suggest an answer right away? Then take your answer marker with the appropriate letter and place it face down on the answer board. The others mustn't see your answer! There are still six other possible answers, so place your answer marker in the row with the six. Your chosen answer is now fixed – you can't change it any more.

Still unsure which answer is right?

Then why not just wait a little and see. You still have the chance to get the right answer.

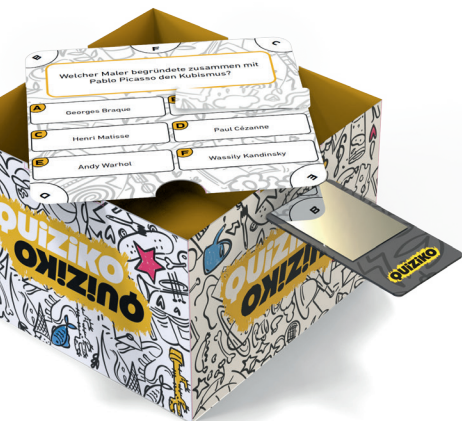
Example:



Anne thinks that answer **A** is correct. She places her answer marker face down in the row with the six on the answer board. Everyone else decides to wait.

Remove one of the incorrect answers, then continue playing.

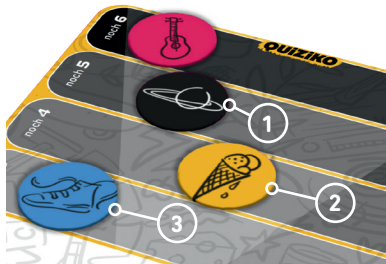
A letter features on each corner on the back of the card. Now use the mirror to check one of the corners of the card from below. The mirror will reveal which answer is wrong. Use one of the covers to conceal this answer on the front of the card. Five possible answers now remain on the card.



Keep guessing until the very end! Continue in this way, giving answers or waiting and checking corners. Players who haven't given an answer yet have the chance to do so after each corner. Always place your answer marker in the row corresponding to the number of remaining answers. Do this until you've all given an answer.

- **Are there only two possible answers left?** Then it's time for those who haven't given an answer yet to do so!
- **Has everyone but you given an answer?** Then check one final corner and cover up the wrong answer. Now you have to give an answer even if there are still more than two possible answers left.

Example:



Five possible answers are left.

Sebastian thinks he now knows the right answer, hence he places his answer marker face down in the row with the five ①. **Luca** and **Mandy** are still unsure, so they decide to wait with their answer. Another corner is checked. With four possible answers now left, **Luca** decides to place his answer marker in the row with the four ②. Now **Mandy** is forced to decide on an answer! One final wrong answer is covered up, then she must also give an answer ③.

Have you all given an answer?

Then check which answer is correct. It's written on the back of the card, in the middle at the top. Remove all of the covers from the card and turn it over.



Scoring:

Turn over all of the answer markers on the answer board without moving them. The players who gave a wrong answer take their marker back and go empty-handed. Now the rows are calculated from top to bottom.

Whoever was the first to answer correctly (= marker is the highest up) earns **3 points**.

Whoever was second to answer correctly earns **2 points**.

All those who answered correctly after that earn **1 point each**.

In principle, the following applies:

If there are several correct answer markers in a row, they all receive the corresponding points (3, 2, or 1).

Zieht dann mit euren Markern auf der Punkteleiste so viele Felder voran, wie ihr Punkte erhalten habt. Nehmt eure Antwortmarker zurück und legt die gespielte Karte beiseite.

How does the game end?

The first player to earn 15 points wins the game. If no one has 15 points yet, then the game continues. The next player in a clockwise direction now has their turn. They take the next card from the pile, place it on the box lid, and read it out loud.



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