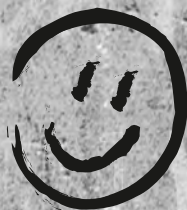


Arno Steinwender



[COME ON]



# LET'S QUIZ AGAIN

WHO'S GOING TO SNATCH THE BEST QUESTIONS?

moses.

# CONTENTS

1 game board  
300 quiz cards  
42 chips in 6 colours  
6 game pieces  
1 lama



## AIM OF THE GAME

The game is played over 6 rounds. Choose a quiz card in each round. Sometimes you answer on your own, sometimes in a team. And you can fob one of your fellow players off with one of the quiz cards. If you give a correct answer, you gain points. The player with the most points at the end is the winner.

## HOW TO SET THE GAME UP

Open up the **game board** and place it in the centre of the table. Each player chooses a colour and then takes **1 game piece** and **7 chips** in his chosen colour. Place your game pieces on the starting space of the scoring track. Lay your chips face up in front of you. Return the remaining game pieces and chips to the box.

Shuffle the **quiz cards** and place about half of them beside the game board, as a face-down draw pile. Return the remaining quiz cards to the box, as supply cards. Corresponding to the number of players, draw one quiz card each from the draw pile and lay it, **grey side up**, on the designated spaces of the game board. Lay the first quiz card on space A, the next one on space B etc.

*Note: If there are fewer than 6 players, some spaces on the game board are left vacant.*

The youngest player takes the lama. And off you go.



# HOW TO PLAY

[COME ON]






The game is played over a number of rounds. Each round comprises 2 phases. In the first phase, each player chooses a quiz card and lays one of his chips beside it. In the second phase, players answer the questions and allot the points.

## PHASE 1: RESERVING QUIZ CARDS

The player with the lama begins. Then choose in turn, moving in a clockwise direction.

Is it your turn? Then take a look at the meagre information on the quiz cards that are lying on the game board. It shows you 3 clues for each question:



- 1. What is the topic of the question?** A term specifies the topic of the question. For example, that could be “love”, or “great achievements”, “catastrophes”, “comic heroes” etc.
- 2. Who, how, what?** These question words show you what is required:
  -  **Who?** It's about real or fictitious **people**. It can also be a group of people or an institution.
  -  **When?** Here, it's all about a **point in time**. It can be a fixed date, a year or a decade.
  -  **Where?** It's about real or fictitious **places**. It can be a town, a region, a country or another specific place.
  -  **How many?** Here, it's all about **figures**: It can be the number of people, events, places or things.
  -  **Why?** Here, it's all about the **reason**, the cause or origin of an event or an assertion.
- 3. How difficult is the question?** The number of stars on the quiz card indicates the level of difficulty. Questions with 2 stars tend to be easy, whereby questions with 4 stars are quite challenging. The stars also stand for the number of points you score for the correct answer.

Now, your judgement is called for. Think about which question could appeal to you most. Then reserve the corresponding quiz card by placing one of your chips, face up, onto the empty space beside it. After that, the player on your left reserves their quiz card.



The chip you have just placed determines how you must answer the question later on. There are the following options:



**One-Man Show:** You answer the question on your own.



**Teamwork:** You answer the questions in a team, together with any other fellow player.



**Your turn ...!:** You appoint any other fellow player to answer the question for you..



**Hardcore:** You answer the question on your own, but only part of the question is read out to you. That makes it more difficult to find the correct answer.

You may only use each of your chips **once per game**. Thus, they exit the game one by one. Decide carefully which chip you want to play and when.



## WHAT DO YOU DO WITH THE RISKY CHIP?

You're fairly certain about a quiz card? Then by using the Risky Chip, you can double your points. However, you must place your Risky Chip beside a quiz card, **together** with one of your other chips. You take the risk, before you have heard the question..

**Although** the Risky Chip **scores you double points** for a correct answer, watch out! If you give an **incorrect answer, you lose points** – but only the **basic number of points**.

You may combine your Risky Chip with almost all the other chips. The only exception is the "Your Turn" Chip!

Special case: If you combine the Risky Chip with a Teamwork Chip, you can **both** gain double points or lose basic points.





## PHASE 2: ANSWERING QUESTIONS AND SCORING

Has each of you reserved a quiz card and placed one of your chips beside it? Then it's time to answer the questions. Don't take turns in a clockwise direction, but start with the quiz card on space A. Next comes the quiz card on space B and so forth.



Take a look at whose chip is lying beside the quiz card. Is that your chip? Then it's your turn. Depending on which chip you laid, the following happens:

ONE-MAN SHOW

**One-Man Show:** The player on your left takes the quiz card from the game board, reads the question out loud and checks your answer. Always make sure that only the card bearer can read the answer on the quiz card. If your answer is correct, you gain points. Look onto the grey side of the quiz card to see how many stars are shown there. Advance your game piece the corresponding number of spaces along the scoring track. If your answer is incorrect, then nothing happens.

TEAM WORK

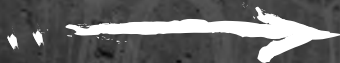
**Teamwork:** Choose any other fellow player to help you with your answer. A third player takes the quiz card from the game board, reads the question out loud and checks your answer. As a team, you may consult each other. However, you must agree on one answer. If in doubt, then you decide which answer you want to give. If the answer is correct, you **both** gain the corresponding number of points. Advance your game pieces along the scoring track. If the answer is incorrect, nothing happens.

YOUR TURN ...!

**Your turn ...!:** Firstly, choose any other fellow player to answer the question on their own. Next, take the quiz card from the game board, read the question out loud and check their answer. If their answer is correct, **they** get the points gained. Is their answer incorrect? Then you get the corresponding number of points instead.

HARD CORE

**Hardcore:** You really want to get to the nitty-gritty. The player on your left reads **just the words of the question in bold print** out loud. To start with, you must consider what the complete question could be. Then you must give your answer. If in doubt, take a look at the clues on the grey side of the quiz card! Maybe they can lead you to the correct answer.



*Note: An answer is correct, if it corresponds in gist to the answer on the quiz card. You must at least name the **expressions in bold print**.*

*In the case of figures, the question sometimes indicates a tolerance in brackets. Then it's sufficient, if your answer is within that tolerance range. If you are uncertain, then take a mutual decision on whether the answer is correct or not. If one other player accepts the given answer as correct, then that's good enough. Be fair to each other!*

With the Risky Chip you can also (on your own or in a team) lose points for an incorrect answer! Then move your game piece back along the scoring track, according to the points lost. However, the farthest you can move back is the starting space. Any remaining minus points are ignored.

Remove the quiz card that was read out, the chip and, if applicable, the Risky Chip from the game. Then the next quiz card is played.

Have you gone through all the questions? Then each of you takes a new quiz card and lays it on the game board. Pass the lama round in a clockwise direction. And then, you're all set to start the next round.

## END OF THE GAME

The game ends after the 6<sup>th</sup> round. Has one of you omitted using your Risky Chip? Then that's bad luck. The Risky Chip expires. The player with the most point is the winner. In the event of a tie, there is more than one winner.



Author: Arno Steinwender  
Licence: [www.whitecastle.at](http://www.whitecastle.at)  
Text: Nicola Berger  
Graphics/Design: Kreativbunker  
Editor: Christian Sachseneder  
Editing: Christian Wöllecke  
Production: Anja Trentepohl  
Translation: Birgit Irgang

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