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KNEIPEN QUIZ

**FAMILY
& Friends**

SPEZIAL ♥

A cooperative quiz for 3 to 6 players ages 12 and up


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Welcome all! Are you a close-knit team eager to take on a challenge? Then get ready for the Pub Quiz 'Family & Friends' Special!

Contents:

- 150 quiz cards (with 600 quiz questions and 150 'Family & Friends' questions)
- 90 point tiles (30 per difficulty level)
- 13 playing figures (4 opponents per difficulty level plus 1 owl)
- 1 playing board
- 1 sand timer (5 minutes)
- 1 notepad
- 3 zipped bags

You'll also need a pen.



What's the game all about?

Play together as a team against four opponents. Depending on the difficulty level, they're sometimes easier – and sometimes harder – to beat. You must finish ahead of all your opponents on the playing board – only then will you win.

Game setup:

The box is not only for storing the game, but also forms the playing board. Flip open the lid to reveal the two-levelled playing board.

Pull out the two **drawers**; you'll find everything you need for the game inside. Before you play for the first time, carefully remove the **point tiles** and **playing figures** from the punchboards. Sort the point tiles according to the colors on the back and put each color in a separate **zipped bag**. Each playing figure comprises two parts: a body and a base. Assemble the two parts to create 3D playing figures.



Body

Base

How good are you? Decide on a difficulty level:

There are three difficulty levels in this game. Decide how difficult you want the game to be. If you're playing for the very first time, it's best to choose the easiest level – as a warm-up, so to speak. You can choose from the following levels:

1. **Easy-peasy:** You play against the “limp fries.” Who will end up ahead – you or your opponents?



2. **It's show time:** Now it's time to face the “sauce” team. The competition is getting hotter ...



3. **In your dreams:** Okay, brace yourselves! There's no room for errors anymore when playing against the “bottle caps.”



Note: The fewer players there are, the more challenging the game! So be sure to choose your difficulty level wisely. With just three players, the “Easy-Peasy” level is perhaps the best choice. If you have four or more players, feel free to try the medium level – “It’s Show Time!”

Game setup:

Have you decided on a difficulty level? Then take the appropriate 30 **point tiles**, shuffle them well, and place them face down in two equal piles on the appropriate spaces on the upper board. Then draw five point tiles and place them number side up on the spaces for “Question 1” through to “Question 5” on the upper board. Take the **playing figures** matching the difficulty level and the **owl** from the drawer. You always play with the owl playing figure. Place all five playing figures on the “o” square on the lower board. You won’t need the remaining playing figures, so you can return them to the drawer. Insert the **quiz cards** into the slot in the upper board with the question side facing forward. This is your card holder. Place the **sand timer** ready beside this. Lay the notepad and pen ready.

How to play:

You always play at the same time and together as the owl team. Your goal is to finish the game ahead of all your opponents on the playing board. The game comprises **five rounds**, each lasting **five minutes**. You must write down the answers to one quiz card per round. Each card features four quiz questions and one ‘Family & Friends’ question.

Take the front quiz card from the card holder. Place it on the table in front of you so that none of you can see the answers on the back. Turn over the sand timer, then read the questions out loud. You now have **five minutes** to write your answers to the questions on the answer sheet.

Tip: One of you should always keep an eye on the sand timer. Alternatively, set the timer on a smartphone for five minutes.

The ‘Family & Friends’ questions:

The ‘Family & Friends’ question is always the fifth question on the quiz card. One of you must answer this question within the five-minute period without sharing your answer. Ideally, write the answer on the back of your answer sheet. Make sure that none of the other players can see your answer.

Your fellow players can now discuss what they think you might have written down as your answer and write their solution on the sheet. You’re not allowed to participate in this discussion, of course!

Tip: Ideally, each player should get to answer a ‘Family & Friends’ question during the game.



What are the point tiles for?

The point tiles have an effect on your and your opponent's positions on the playing board. Each point tile depicts either one of your opponents or the owl.

The red, green, and yellow numbers indicate how many spaces these playing figures may move forward on the playing board (see "Scoring – which playing figures move forward?"). It may well also be that an opponent moves several times or not at all in one round. Is an owl depicted? Then it's your lucky day – this is your bonus.



Now take a look at the point tiles on the "Question 1" to "Question 5" spaces. The order of the point tiles corresponds to the order of the quiz questions. You may change the order of the point tiles as you wish within the five minutes. Think carefully about which point tile you wish to assign to which question. It's very important to switch these around, as this will allow you to better influence your opponents. If you do not switch the point tiles around, the original order will apply once the time runs out.



Ending a round:

Is your time up? Then put down the pen. You may not change your answers or the order of the point tiles anymore. Turn the quiz card over and check question by question whether you've written down the correct answers. Remember that only the answers you've written down on the sheet count. Whoever answered the 'Family & Friends' question should now reveal their answer.

Note: Your answers are correct if they correspond to the answers on the back of the card. You don't need to have written down the parts mentioned on the quiz card in brackets.

Scoring – which playing figures move forward?

For each **correct answer**, move the **owl forward one space** on the playing board. If the answer is wrong or there is no answer, the owl doesn't move.

Now take a look at the five point tiles and move the appropriate opponent or owl forward accordingly:

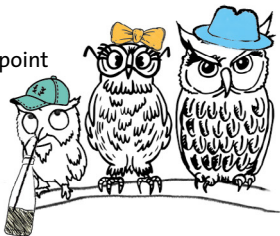
- **Wrong or no answer?** Move the opponent forward on the playing board according to the **red** number.
- **Correct answer?** Move the opponent forward on the playing board according to the **green** number.
- **Owl bonus:** Is an owl bonus available and you answered the question **correctly**? That's great! Then the owl doesn't just move forward one space, but additionally as many spaces as the **yellow** number specifies. In case of a wrong or no answer, you forfeit the bonus and the owl does not move forward one space either.



Clear away the point tiles you just used and reveal five new ones. The next round can now begin.

Game over!

The game ends after five rounds. There are always five point tiles left at the end. You won't use these this game. Have you left all your opponents far behind you and finished ahead of them on the playing board? Then congratulations, you've won! If not, you've unfortunately lost – even if there's a tie.



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