



# WHO KNOWS THE ANSWER?

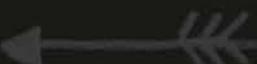
**BUILD ON THE KNOWLEDGE OF OTHERS—AND WIN!**

**A partially cooperative trivia game for 3 to 7 players!**

This game redefines the typical trivia game: In Who knows the answer? it's not about how much you know—you don't even have to answer the questions yourself—but about how well you know the others. You have to decide which player is most likely to know the answer to the question. How well is your judgment of others and what they know or do not know?



**moses.**



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- 200 trivia cards with 6 questions each
- 1 game board
- 7 playing pieces
- 7 player cards
- 2 dice



questions on one side

Trivia cards with

and answers on the other side

Player cards

## AIM OF THE GAME

Judge what the other players may or may not know and ask each player one question in every round. If a player is able to correctly answer the question, you both receive points. The player with the most points after the predetermined number of rounds wins the game.



## WHAT YOU NEED TO DO BEFORE YOU CAN PLAY

Lay down the game board in the middle of the table and have the dice ready. Each player chooses a player color and takes a playing piece in that color and a player card. Lay down the player card in front of you so that the side "Ask me!" ("Frag mich!") is facing up. Place your playing pieces on the starting position

on the game board. Put back any leftover playing pieces and player cards back into the game box. Shuffle the trivia cards and put them into a draw pile with the question side facing up. You will need a little bit of room next to it for the discard pile. In case you were wondering, the different colors on the question side are only cosmetic; they have no relevance for the game. Now, each player picks up a trivia card. Quietly, read all the questions. Make sure that you keep the answers on the other side (black) of the card hidden while reading the questions to yourself so that the other players cannot see them.

## HOW LONG DO YOU WANT TO PLAY?

Before you begin, agree on how many rounds you want to play. To complete one round, each player has to take one turn as the quizmaster, in which he asks each of the other players one question each. For a game duration of 40 minutes, we recommend the following number of rounds depending on how many players there are:

NUMBER OF PLAYERS	NUMBER OF ROUNDS
3	3
4-5	2
6-7	1



You can also decide to play more or less rounds.

## HOW TO PLAY

The eldest player starts the game as the quizmaster. Then change roles in a clockwise direction. When it is your turn to be the quizmaster, begin by rolling both dice. Lay the black die on the space **Mandatory question** ("Pflichtfrage") and the green die on the space **Bonus question** ("Bonusfrage") of the game board. Now look at your trivia card and consider which player is most likely to be able to answer which question. Each player has to answer one question. Now, one after the other, ask each player exactly one question. Of course, you are only allowed to ask the same question once per round. The correct answers are printed on the back of the trivia card.

As a general rule:

- **If the answer is correct** you both receive **2 points** each. Move both of your playing pieces 2 spaces forward.
- **If the answer is incorrect** you do **not** receive **any points**. Your playing pieces stay where they are.



The player who answered the question turns his player card over so that the side "Already answered" ("Bin bedient!") is showing. You are not allowed to ask this player any more questions in this round. Now pick out another question for the next player.



### What the dice mean

In each round, the dice determine one or two special questions. For these special questions, the following rules apply:

The **black die** determines which question on your trivia card is the **mandatory question**. The question next to the corresponding number on the trivia card is the mandatory question that you **must** ask in this round.



- If the player's answer is **correct**, you both receive **2 points** as usual. Move both of your playing pieces 2 spaces forward.
- If the player's answer is **incorrect**, you both receive **1 negative point** each. Move both of your playing pieces back 1 space. If your playing piece is still on the starting position, nothing happens. Given the added risk, you would be wise to take special care when considering which player might be able to answer this question correctly.

The **green die** determines which question on your trivia card is the **bonus question**. You can ask this question, if you would like.



- If the player's answer is **correct**, you both receive 2 bonus points in addition to the 2 points that you receive for the correct answer. That means you both receive **4 points** in total.
- If the player's answer is **incorrect**, you both receive **no points**.

*Special case: If you roll the same number on both the black die and the green die, you must ask the corresponding question on your trivia card. If the answer is correct, you both receive 4 points. If the answer is incorrect, you both receive 1 negative point each.*



## Ending your turn

Once you have asked each player one question, your turn as the quizmaster is over. If there are only 3 to 6 players, you do not have to ask all the questions on your trivia card. The important thing is that you have asked the mandatory question. Now lay down your trivia card on the discard pile with the answer side facing up and draw a new trivia card from the draw pile. The other players turn over their player cards again so that the side "Ask me!" ("Frag mich!") is showing. Now it's the player's turn on your left to be the quizmaster.

## END OF GAME

The game is over after the previously set number of rounds has been completed. The player whose playing piece is furthest ahead wins. There can be more than one winner.



## KNOW-IT-ALL VERSION

Are you just bursting at the seams to show everyone just how much you know? No problem. Then try this variation. The game is played as described above with the following changes:

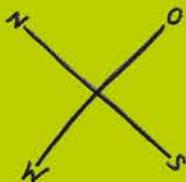
If one of you gives an incorrect answer, everyone else except for the quizmaster has the opportunity to show off his amazing breadth of knowledge; this is the know-it-all. If more than one player wants to answer the question, the quizmaster gets to choose which of the players is to answer. Both the quizmaster and the answering player are taking a risk. If the answer is correct, both receive **1 point** each. But if the answer is incorrect, both players receive **1 negative point**. Move the playing pieces accordingly 1 space forward or back. If a playing piece is still on the starting position, it cannot be moved back a space, of course.

*Oh yeah, there's just one hitch:* If the know-it-all answers the **bonus question correctly**, only **1 point** is awarded, but **no bonus points**. And, if he answers the

**mandatory question** incorrectly, both receive **1 additional negative point**. Move your playing pieces 2 spaces back. If a playing piece is on the starting position, it stays where it is.

*Note:* The quizmaster doesn't have to choose any of the players, if he doesn't think that any of them knows the right answer.

A know-it-all answer is always out of the normal order, so the know-it-all does not turn over his player card. Even if your player card is already turned over with the "Already answered" side showing, you can still answer a question as a know-it-all.



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