A VERY SPECIAL THANKS TO

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FOR THEIR GENEROUS KICKSTARTER DONATIONS

TO SUPPORT THIS GAME.



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THE ORIGINAL
TEAM TRIVIA GAME

INSTRUCTIONS

See our entire line of games and puzzles at:

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CONTENTS

- 110 Question Cards with 1,100 Questions
- 200 Team Answer Sheets*
- 10 Score Sheets*
- Question Card Sleeve**
- 4 Pencils
- * The Answer Sheets and Score Sheets are in the same pad. The first 200 sheets of the pad are the Answer Sheets and the last 10 sheets of the pad are the Score Sheets. There are 10 Score Sheets with 4 Score Tables on each sheet. Use only one Score Table per game.
- **Carefully separate the front of the sleeve along the perforated line so that the Question Card can slide inside the sleeve underneath the tabs. Position so the answers on back are covered.

OBJECT

To be the team with the highest score at the end of six (6) Question rounds.

SET UP

ELECT A HOST

- The easiest way to elect a host is for one player to volunteer to play host for the
 entire game. The host is responsible for reading all of the questions out loud to the
 entire group, collecting and marking the team Answer Sheets, tallying the score on
 the Score Sheets, and entertaining! The role of host can be tons of fun, and many
 people find it just as entertaining as answering the questions.
- If no one wants to be the host for the entire game, then the role will be rotated between teams. When a player assumes the role of host in a round, she/he cannot assist his/her team in any way during the round, and must mark the answers fairly, especially during the drawing round.

BREAK UP INTO TEAMS

• Try to break up into teams with an equal number of players on each team. The game may be played with two or more teams. Teams may have as few as two people and as many as eight people. Choose a fun team name that will identify the group for the game. Elect one person from each team to be the scribe and she/he will write the answers on the Answer Sheet for each question of the round. The scribe is also responsible for handing in the sheet at the end of each round.

PLAYING THE GAME

- The host chooses the order that the six categories will be asked.
- Each team is given a pencil and an Answer Sheet, and each team writes its team name at the top of the Answer Sheet.
- Teams position themselves facing the host. Take care so that players cannot see the Answer Sheets of the other teams.
- The host picks the first Question Card and reads the questions one by one to the whole group, allowing sufficient time between each question for teams to write their answers.
- When all questions have been asked from the Question Card, the host gives everyone an
 extra two minutes to finish writing and to check their Answer Sheets. After two minutes,
 the host collects any remaining Answer Sheets.

BONUS POINT

The first team to hand in its Answer Sheet is awarded an extra point for that round.

- At the end of each round, the host checks each Answer Sheet and tallies the score.
- After each Answer Sheet has been tallied, the host fills out the Score Sheet to keep track of each team's score, and announces the standings.
- At the end of the six (6) rounds, the team with the highest cumulative score wins!

TIE-BREAKER ROUND

If two or more teams end the game with the same high score, the host may elect to play a tie-breaker. The tie-breaker is played as follows:

- The tied teams are given a single question as chosen from a new Question Card picked by the host.
- The answer is written down immediately by all teams involved.
- Any team that gets the question wrong is eliminated from the tie-breaker round.
- Additional questions are asked as needed until only one team remains the winner!

SCORING GUIDE

QUESTIONS 1 - 5: SHORT ANSWERS

• Players write 5 short answers with point values ranging from 1 to 4 for each question.

QUESTION 6: NAME FOUR

• There are 4 answers to this question, with 4 maximum points awarded. Each correct answer is worth 1 point.

QUESTION 7: WHO SAID?

Players must write a name associated with a famous quote for a maximum of 3 points.
 The host can decide how accurate a name must be and can award partial credit upon his/her discretion.

QUESTION 8: WHAT DECADE?

- This two-part question is worth a maximum of 5 points.
- Decade players circle the decade answer for 2 points.
- Exact year players write the exact year in question for 3 points.

QUESTION 9: NUMBER

 The answer to this question is always a number for a maximum of 3 points.
 The host may award partial credit upon his/her discretion.

QUESTION 10: DRAW

 Players must draw a picture, diagram or symbol for a maximum of 5 points.
 The question is not meant to be a test of artistic skill, but the drawing must be clear enough to understand and show the major components of the question.
 The host may award partial credit upon his/her discretion.

