



RULES

Know the rules well, so you can break them effectively. ~ Dalai Lama XIV

OBJECT OF THE GAME:

After ten rounds, be the player with the most points.

BEFORE YOU START:

Deal each player ten cards. (The cards are double-sided, so try not to look at the answers)

Designate a **Scorekeeper** and give them the score pad and pencil.

Decide who is **Player One**. Perhaps the person most likely to use air quotes.

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PLAYING THE GAME:

Player One will read one of their cards to **Player Two** – the player to the left of **Player One**.

Player One takes the top card and looks at both sides. Choose the quote you want **Player Two** to answer. Read aloud the Category Heading and the Subheading, then read the Quote.

●●●● If **Player Two** answers correctly at this time, they score 4 points.

If **Player Two** is unable to answer, **Player One** reads the first Clue.

●●● If **Player Two** answers correctly at this time, they score 3 points.

If **Player Two** is unable to answer, **Player One** reads the second Clue.

●● If **Player Two** answers correctly at this time, they score 2 points.

If **Player Two** is unable to answer, **Player One** reads the three Multiple Choice options.

● If **Player Two** answers correctly at this time, they score 1 point.

Regardless of whether **Player Two** answers correctly or not, play moves to the next player. **Player Two** now reads a card to the player on their left. Play moves clockwise around the table, until all cards have been played.

SCORING:

Add up everyone's score after 10 rounds. The player with the most points is the winner! And remember... "It's not whether you win or lose, it's how you play the game... according to losers... and their parents."