

## AGES 10 AND UP

YOUNGER KIDS MAY PLAY BY "TEAMING UP" WITH AN ADULT.

## PLAYTIME <br> 30-45 MIN.

## 4-8 PLAYERS

## WHAT'S INCLUDED

115 CARDS, 230 TRIVII QUESTIONS, 30-SECOND TIMER, PAPER ANSWER, SHEETS ANSWER WHITEBOARD, SGORE WHITEBOARD, 2 MARKERS, INSTRUCTIONS, 8 BIDDING CHIPS

## Set up:

Each player should take a colored answer-bidding chip. Each player will have a different color they use to bid with.

## How to Play:

Each round will have a moderator. The first moderator will be the person whose birthday is coming up next.

The moderator will then take a trivia card. They will read the card out loud to the group, then turn over the 30 -second timer. The other players will have 30 seconds to come up with a fake answer to the question. Each answer must only be ONE word. No phrases. Just ONE word.

## Example:

In Indiana, its illegal to sell $\qquad$ on Sunday.

Players must come up with "spoof" answers they think others will vote for as the correct answer. Remember, answers may only be ONE word.

Example fake answers may be toilets, fireworks, popcorn, doughnuts, etc. After writing their fake answer down, each player will fold it in half, and hand it to the moderator. If anyone doesn't come up with an answer within 30 seconds, they will not get to turn an answer in for that round.



Starting with the person to the left of the moderator, players then bid on which answer they think is correct, one at a time. Players take their colored chip, and place it next to the answer they think is right. Players may not bid on their own answer. Colored chips may be stacked on top of one another, if more than one player bids on the same answer. Each player bids, except the moderator. After all the bids are placed, the moderator then reveals which answer is correct. In this case, the correct answer would be "cars." Remember, all answers, both fake and real, must only be ONE word.

## Scoring:

Players score one point when other players choose their fake answer. For example, if three players chose the fake answer, "fireworks," then whoever wrote that answer would get three points.

Players score two points when they bid on the correct answer. Anyone who bid on "cars," as their correct answer, would get two points. Players may not bid or score points on their own answer.

Each player should add up the points they received, and then write them down on the answer scoreboard. After each round, they should add their new points to the former points they earned and keep a running total on the score board.

## Ending the game:

For 4-6 players, play until each person been the moderator two times. For 7-8 players, play until each person has been the moderator once. The player with the most points at the end of the game wins. Wanna change the scoring? Don't want to bother keeping score? Hey, it's a party game. Having fun is the only goal. You do you....we won't tell!

## FAQs:

## What if two players write down the a ame fake answer?

If two players write down the same fake answer, the moderator will only write it on the whiteboard one time. They will both get the full amount of points from other people who chose their fake answer. For example, if two players both wrote down "toilets" as their fake answer, "toilets" would be written down only one time on the board. If three other players choose "toilets" as the correct answer, both players who came up with the answer of "toilets" would get three points each.

## What if somerone writes down the corvect answer, as their fake answer?

If someone writes down the correct answer, as their fake answer, it will not be written down on the whiteboard, so that the correct answer is only written down once on the answer board. There should never be duplicate answers on the board, either fake or real. Any players who wrote down the correct answer will get three points at the end of the round. Those players will NOT get an additional two points for bidding on the correct answer. They will only get a total of three points for the round. If you wrote down the correct answer on accident, you still get three points. Lucky you!

* If you happen to know the correct answer to a trivia question, it may be worth writing it down, to gain the three points at the end of the round. Or, you may be able to gain more points by writing down a tricky, fake answer that other players vote for, while also getting two points from bidding on the correct answer. It's your call.

Spoof is easy to learn, quick to play, and gUARANTEES A NIGHT FULL OF FUN.

