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• 1 Smartbox
• 10 answer markers
• 100 double-sided question cards
• Rules

GAME OBJECTIVE

Take turns identifying correct answers to a single question. For each correct answer, score a point. The first player or team to score 30 points wins.

GAME PREPARATIONS

To play with more than four players, form teams. Decide when the game ends — a standard game goes to 30 points, but for a shorter game, you can stop at 15 points, for example.

In the corners of the Smartbox, there are scoring wheels and next to them a symbol. Each player chooses which symbol they will be (A). Ensure the cards are placed correctly in the Smartbox so that the answers can be seen in the holes (B). Place the 10 answer markers in the holes on the Smartbox. Remove the top card and slide it under the card deck (C).

You are ready to play.

HOW TO PLAY

The game is played in consecutive turns. The youngest player starts. Read aloud the question in the center of the card and decide whether to answer or pass.

- If you choose to ANSWER, say the answer out loud and remove the respective answer marker.
  • The answer was correct? Awesome! Keep the answer marker in front of you.
  • The answer was wrong? You are out and can’t give any more answers to this question. Put the answer marker aside but not back on the Smartbox. Also put aside any other answer markers you gained from this card so far. You lose your points for this round.
  • After your answer, give the Smartbox to the next player. (No matter if the answer was right or wrong.)

- If you’re unsure about the remaining answers, or think there are no correct answers left, you can choose to PASS. Give the Smartbox to the next player.
  • When you choose to pass, you don’t risk losing the markers you have already collected in this round, but you can’t give any further answers for this card.

The next player then chooses to answer or pass. And so on...
EXAMPLE

Question: Which of these answers is the name of a board game? Two answers to the question are already revealed: “Pentago” is correct and “Brillo” is false. That means one player is already out this round.

END OF THE ROUND

A round ends when all players have passed, or are out, or when all 10 answer markers are removed. All players now add their points to their scoring wheels and place the markers back on the Smartbox.

NEW ROUND, NEW CARD

Before starting the next round, make sure that all answer markers are back on the Smartbox and slide the top card under the card deck to reveal the next question. The new round begins with the player to the left of the player who started the previous round.

END OF THE GAME

The game ends as soon as a player or team reaches at least 30 points in their scoring wheel (or a lower point total if you decided on a shorter game). The player or team with the most points is the winner.

QUESTION CATEGORIES

TRUE/FALSE: The answers are either “true” or “false.” You should choose only the correct true answers. But you never know how many answers are correct. If you think there are only false answers left, pass.

NUMBER: Guess the exact number or date of an answer of your choice.

ORDER: Guess the right order position of an answer of your choice. For example the question is “Order of subway systems according to opening year (1=oldest).” You choose “Paris” and say “third,” and remove the corresponding answer marker to win it. You don’t need to answer in order, so no need to start with whatever is number 1.

CENTURY/DECADE: Guess the correct century or decade.

COLOR: Guess the correct color.

OPEN: Guess the correct word, name, etc.

OPENING THE SMARTBOX:

To open the hatch on the side of the Smartbox, press the side with the hole and bend it gently outward while sliding it up.

Please note! The grooves have to fit the sides for the hatch to open and close properly.