

SCORING *continued...*

All scores are added onto the Score board and the tokens moved accordingly at the end of each round of questions

The next player to the left of the oldest player becomes the Host for the second question, which is played in the same way and so on. Hosts must remember to mix the order in which they give the true and false alternative answers.

WINNER

The player with the highest score after the relevant number of questions have been played is the winner.

If any player achieves a score of 35 before all questions have been played, they become the winner.



NOTES

Players answers will be subjective and will undoubtedly create lively debate! The Host will be looking at key points to determine the validity of the answer. To resolve any disputes each of the other players will be entitled to have a vote to decide whether points should be awarded. In the event of a tied decision, the Host will have the casting vote.

The true answers given have been fact checked to the best of our ability. Any errors that can be verified will be awarded by an extra 2 points to the player.

A Game for
2 or More Players
Age 12+



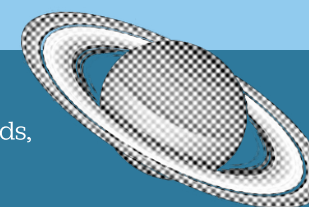
THE JAMES O'BRIEN MYSTERY? HOUR GAME



RULES

CONTENTS

250 x question cards, score board, 4 x note pads,
4 x pencils and 6 x coloured tokens



PREPARATION

Open the board and each player selects a coloured token to represent them for the game - the tokens are placed at the starting point on the board. (if more than 4 players (or teams) additional pads and pencils will be necessary).

Shuffle the pack of question cards and then deal the appropriate number of cards (dependent on number of players - see below) to each player (keeping the cards face down).

Players take it turns as the one to ask a question to all the other players at once.

With 2 players, each asks 7 questions in total

With 3 players, each asks 5 questions in total

With 4 players, each asks 4 questions in total

With 5 players, each asks 3 questions in total

With 6 or more players, each asks 2 questions in total

Give everybody an opportunity to familiarise themselves with their question cards and time to consider replacing the given false answer on each card with a plausible false answer of their own (if any of the players believe your own false answer, it earns you extra points).

Once everybody is ready, the game starts...



PLAY

The oldest player starts by becoming the Host for the first question and reads out the question from one of their cards. Note: only read out the question at this stage.

Any of the other players who think they know the answer, or want to guess at the answer, can write it down on their answer pad and hand it to the Host, making sure they initial it.

Players not wishing to do this can instead be given the two options which are read out by the Host. One of these options is the correct answer. If the Host is feeling confident, they can now replace the given false answer with a false answer of their own.

The remaining players write down either 1 or 2 on their piece of paper before handing it to the Host.

The Host now gives out the correct answer then reveals what each player has written down.



SCORING

Any player giving the correct answer without the options scores 3 points (this player should also receive a round of rapturous applause).

Any player giving the correct answer from the two options given, scores 1 point.

Any player giving a Host's false answer as the correct answer scores 2 points to the Host, from each of the players (maybe the Host should be given a round of applause)... *(continued)*

