

WHAT DO YOU
MEME?[®]

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ALL of US[™] INSTRUCTIONS

Contents:

576 Trivia Cards

-144 *Baby Boomer*

-144 *Generation X*

-144 *Millennial*

-144 *Generation Z*

8 Wild Cards

1 60 second timer

1 Scoreboard

2 Tokens

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12+

HOW TO PLAY:

2 to 12 players divide into two teams. We encourage you to have players from different generations on the same team. Grandparents, parents and kids all playing on the same team is how the game works best. Every generation will have a unique ability to earn points for their team!

SETUP:

1. Depending on age of players, divide up into two teams of mixed generations:

BOOMERS—born 1944-1964

GEN X—born 1965-1980

MILLENNIALS—born 1981-1996

GEN Z—1997 - onward

Note: The number of players on each team doesn't have to be the same

2. Divide the Question Cards into 4 stacks, (one stack for each generation, question/answer side down) and place them in the center of the table.

3. Deal 4 Wild Cards to each team

GAMEPLAY:

The team with the youngest player goes first.

Choose one of your players to ask the questions and another player on your team to answer the questions.

To get everyone in on the fun, nominate one player per round to be the "question answerer" for their team. The next round, switch it up and nominate someone else and so on, making sure everyone gets a chance to be the team representative before anyone goes a second time. No hogging the limelight!

The "question answerer" chooses which generation's questions they'd like to answer. They can choose any of the four generations each time it's their turn. Note: you do not HAVE to choose your actual generation. This means that if your team lacks a player from a certain generation, anyone from a different one can elect to answer the questions for that missing generation.

As soon as the timer is activated, the "asking player" takes the top card from the deck and starts asking. You only have 60 seconds, so make it fast!

The "question answerer" can pass at any time during their turn and come back to questions they couldn't answer.

If the "question answerer" gets at least 3 of the 5 questions correct before time runs out, their team moves up one place on the scorecard. If not, try again next time.

SPECIAL CARDS:

Time Travel Cards - Time Travel questions give both teams the chance to score!

There are 20 Time Travel Cards within each Generation's deck of question cards. When a Time Travel Card is selected (randomly), the player asking the questions must announce it to all players.

During a Time Travel question, anyone from any team can yell out the answer EXCEPT the player who picked the card and is asking the question. The team that answers the question correctly first gets a point!

If no one can answer the question, no one gets a point.

WILD CARDS:

Each team can use their Wild Cards during game play to force the opposing team's "question answerer" to answer questions from a different generation. The team that throws down the Wild Card gets to choose which generation is used. If the "question answerer" gets 2 of the 5 questions right, they earn two points for their team and move their token up two spaces on the scoreboard. If a Time Travel Card is selected, it cancels out the Wild Card. Players follow the Time Travel Card rules. Each Wild Card is discarded after it is used. Whether or not the "question answerer" scores, the next team takes their turn.

SCORING:

ONE POINT - For answering 3 of 5 questions correctly in 60 seconds

ONE POINT - For answering the Time Travel question correctly in 60 seconds

TWO POINTS - For answering 5 of 5 questions in 60 seconds

TWO POINTS - For answering 2 of 5 questions correctly in 60 seconds in a Wild Card challenge

HOW TO WIN:

The first team to earn 10 points and cross the finish line on the scoreboard WINS!