

HOW TO PLAY! LONDON & NEW YORK IQ



RULES FOR 4 OR MORE PLAYERS

Teams compete against each other for the highest LONDON IQ.

SET-UP

1. Divide into teams of two or more players without exceeding a total of four teams.
2. Nominate one player to be the “clerk.” The clerk will act as scorekeeper for all teams while also competing as a member of his team.
3. The clerk randomly selects cards from the deck. If there are just two teams, the clerk selects 24 cards; if three or four teams, 36 cards. Only these cards will be used during the game.
4. Decide as a group whether the game will be played using the red or blue side of the cards.

INSTRUCTIONS FOR PLAY

The game is played in two rounds. In each round, team members take turns calling out questions to each other, and teams earn positive or negative IQ points based on their answers and chosen scoring options. The clerk marks the scoring chart after each card has been played.

1st ROUND

1. The team with the member who lives closest to [Central Park?](#) starts the round. A player on that team takes the first card from the front of the deck. He is the “caller” and his team members are the “answerers.” Players take turns being the caller, passing the role to each other in a clockwise direction within each team.
2. The caller reads the question to himself and decides whether or not to read the multiple choice answers. He announces his decision and then reads the question aloud.
3. The answerers call out their answers, and points are awarded or deducted based on the following scale:
 - a. A correct answer without multiple choice earns the team 4 points.
 - b. A correct answer with multiple choice earns the team 2 points.
 - c. An incorrect answer causes the team to lose 2 points.
4. The clerk marks the points on the scoring chart.
5. The caller discards the card to the middle of the table and passes the deck to the team on his left. The round proceeds as described until all questions have been answered.

2nd ROUND

1. The clerk collects all the discarded cards from the middle of the table and shuffles them for a newly-ordered deck.
2. The team to the left of the team that ended the first round starts this round. The caller on that team takes the first card from the top of the deck and reads the question to himself. He must decide whether to read aloud a) only the single-underlined words that appear in the question; b) both the single- and the double-underlined words; or c) the whole question. He announces his decision and then reads the question aloud.
3. The answerers call out their answers, and points are awarded on the following scale:
 - a. A correct answer with the single-underlined words earns the team 4 points.
 - b. A correct answer with the single- and double-underlined words earns the team 2 points.
 - c. A correct answer with the whole question earns the team 0 points.
 - d. An incorrect answer causes the team to lose 2 points.
4. The clerk marks the points on the scoring chart.
5. The caller discards the card to the middle of the table and passes the deck to the team on his left. The round proceeds as described until all questions have been answered once.
6. When the second round ends, the game is over, and the clerk announces which team has the highest LONDON IQ.

RULES FOR 2-3 PLAYERS

Option 1: Only the first round is played as individuals compete against each other for the highest LONDON IQ. Play and scoring proceed as described, but with the answerer (not the caller) deciding whether or not the multiple choice will be read aloud.

Option 2: Players form one team, and together they try to earn the highest possible LONDON IQ.

HOW TO USE THE SCORING CHART

The clerk records all scores on one scoring chart, using a different colored pencil for each team. All teams start with a score of 100, and positive and negative points are added to the chart using upward or downward diagonal lines, one question at a time. Overlapping zig-zags emerge as teams reveal who truly knows the city best!

