

# HOW TO PLAY! TRICK QUESTION



## TRICK QUESTION

For 3 or more players  
Ages 14 and up

### GAME RULES

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100 cards (400 questions), **US!** and **THEM!** Trickster Totems, 32 scoring tiles, sand timer

Welcome to TRICK QUESTION, the game where words never quite mean what they seem. It's like real life, but with a sand timer!

#### OBJECT:

Be the first team to earn 10 tiles by finding the trick behind every question and outwitting your opponents!

**NOTE:** Always play in two teams of two or more players. With TRICK QUESTION, you want someone on your side and an opposing team to heckle. If you have only three players, look for the special instructions at the end of these rules.

#### THE QUESTIONS:

You are playing a game called TRICK QUESTION, so yes—you'll want to think twice before committing to your final answer. If you're seeking fairness, this game is not the place to find it. Listen to each question carefully and with plenty of suspicion. There are going to be some close calls, and times when maybe more than one answer seems possible. In the end, though, there's only one answer that really matters: the one on the back of the card. It's a game, not a debate.

#### SETUP:

1. Place the **US!** and **THEM!** Trickster Totems in the middle of the table, within reach of all players.
2. Mix up the tiles with the logo facing up and set them off to the side in a pile, away from the Totems.
3. Teams will take turns reading a question out loud to everyone.
4. Randomly determine which team will read the first question. Flip a coin, flip a table—whatever gets the job done.

#### WHEN IT'S YOUR TEAM'S TURN TO READ:

1. Choose one player from your team to pick a card and read the question out loud. Keep in mind the reader **CANNOT** grab a Totem. (Reading the question is serious business.) Only the reader's teammates or members of the other team can grab a Totem.
2. Take a tile from the pile, flip it over, and put it in the middle of the table by the Totems. The color on the tile (blue, purple, yellow, or red) determines which question you will read for this turn. No difficulty level is assigned to a particular hue, so the color-blind can rest easy.
3. Read the question out loud to everyone. Be careful not to look at the answer or let anyone else see it because that pretty much ruins everything. Even as the reader, you'll be needed to help answer the question for your team—so no cheating.
4. Once you've read the question, all other players (including your teammate) race to grab either the **US!** or **THEM!** Trickster Totem first. Do whatever it takes to get what you want. We won't judge. Much.
5. Once a Totem has been grabbed, flip over the sand timer. If the team tasked with answering the question does not provide an answer before the sand runs out, the other team receives one tile. Think fast on your feet or brace yourself for defeat!
6. Regardless of who scores, it's the other team's turn to read the next question. Draw a new card and flip over another tile to determine which question to read.

Rinse, dry, repeat.

#### What the Totems Mean:



- **US!:** The team that grabs the **US!** Totem is declaring they will answer the question. Players on that team must work together to supply the correct answer before the sand timer runs out. If they succeed, they receive the tile from the middle of the table. If not, the other team receives the tile.



- **THEM!:** The team that grabs the **THEM!** Totem is forcing the opposing team to answer the question. Yes, it's a sneaky and underhanded move—which is what makes it fun. The players of the opposing team must work together and supply the correct answer before the sand timer runs out. If they succeed, they receive the tile in the middle of the table, **PLUS** a **BONUS** tile. (In your face!) If not, the team that grabbed the **THEM!** Totem receives the tile. The stakes are higher in this case, so use the tactic wisely, and don't be a sore sport if the whole thing backfires.

#### WINNING:

The first team to collect 10 tiles wins! It's easier said than done, so bragging rights are in order.

#### SPECIAL RULES FOR THREE PLAYERS:

In a three-player game, it's every player for him or herself. Each player takes a turn being the reader and cannot grab a Totem for that question. The other two players fight for Totems (and tiles) while the reader sits and grins. Then it's the next player's turn to be the reader. Roles move to the right.

