

The rules



Summary

Knowalot is an exciting, fun new trivia game where the subject could be anything from the Spice Girls to the Space Race. Each question card has a short summary of a well-known subject but with key words and phrases missing. All you have to do is fill in the blanks.

How do you play Knowalot?

You read out the subject on the card. Everyone then bids on how many they think they'll get right out of five possible answers. A question on your favourite football team, bid five. If you get all five right you win a brain, five brains and you've won!

Object of the game

The first player to win five brains wins the game.

Start

The first player reads out the subject header on the card without taking the card from the box. Each card has five questions on it, all on that specific subject.

Bidding

The next player on the left bids on how many answers they think they would get right on that subject. They can bid between one and five or choose to pass.

Each other player decides in turn whether to outbid the current highest bid or else choose to pass. If they bid, they cannot bid the same number or less than the previous highest bid, they must bid more e.g. if one player has already bid three, you can either bid four, bid five or pass.

Once every player has had the opportunity to bid once, the bidding phase ends.

If there are no bids at all, the question is placed in the back of the box without reading it and the box handed to the next player on the left to begin a new round.

Answering

If the player holding the question cards is the highest bidder, they pass the question card box to the player on their left. The player holding the questions removes the front card and places it in the card wallet so that only the question text can be seen. They then read the question text aloud, saying 'blank' where blanked out words appear on the card. After reading the question, they pass the card wallet to the player that made the highest bid and start the timer.

The answering player has five minutes to work out the answers to the exact number of answers they bid e.g. if they bid three, they will only be allowed to try and answer three questions. They can't for instance provide answers for four or five questions and hope to get at least three of them right.

When the timer runs out, the answering player says the answers aloud and then passes the card wallet back.

Right or wrong

Every player that made a valid bid in the round (a pass does not count) now has to say in turn whether they think the answering player has got all the answers they went for correct or incorrect by saying 'right' or 'wrong'.

Scoring

The questioner removes the card from the wallet and checks the answers against the card. If there is any doubt in the answers provided, the questioner can ask for the answers to be written down. The answers must exactly match what is printed on the card.

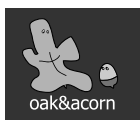
If the answering player gets all of their answers right they score one point for each answer and advance along the scoring track. If their score gets to ten or more points, they receive a brain and take ten points off their score on the scoring track e.g. if they have eight points then bid for and answer three questions correctly, they receive a brain and move their token to one on the scoring track. If they bid and answered correctly all five questions, they immediately receive a 'brain' and don't adjust their score on the scoring track.

If they do not get all of the answers they bid for correct, they score nothing.

All of the other players in the round that made a right or wrong bid receive the number of points they bid for if they correctly guessed that the answering player was right or wrong e.g. if a player bids three but is then outbid by another player who bids four, they get three points if they correctly predict whether the answering player got all four right or not.

End of round

The box of questions is passed to the player on the left of the player who started the round, ready for the next round. The game ends when one player has five brains and is declared the winner.



Contents

4 Playing boards, 20 brains,
4 counters, 400 KNOWALOT™
Question cards, 1 card wallet,
1 timer, Rules of the game.

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25 Horsell Road, London,
N5 1XL