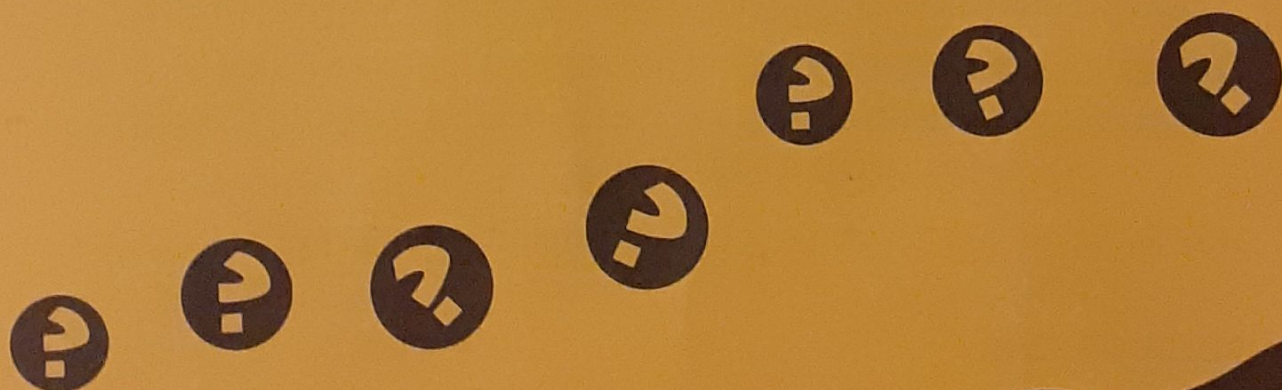


NEW EDITION

# 20 Questions<sup>®</sup>

THE CLASSIC GAME OF PEOPLE, PLACES AND THINGS

## INSTRUCTIONS







## Contents

- 20 Questions® Game Cards (315)
- Question Mark Playing Pieces (6)
- Red 20 Questions® Chips (20)
- Blue "Free Guess" Chips (5)
- Game Board
- Instructions

## Set Up

1. Place the playing pieces at **START** on the game board.
2. Place the red and blue chips along the edges of the game board.
3. Open the 20 Questions® card deck and place a stack of cards, with the 20 Questions® side face up, in the angled section of the tray. Place the tray within easy reach of all players.

## Object of the Game

To correctly identify well-known people, places, things, and years through a series of clues. The first player to reach **FINISH** wins the game.

**PEOPLE:** Entries in this category may be living or dead, male or female, real or fictional. Fictional characters such as Sherlock Holmes, and cartoon characters like Desperate Dan, are in the People Category. This category includes groups of people, such as The Beatles. Occupations, such as fireman and plumber, also appear in People.

**PLACES:** Geographic locations such as oceans, countries, rivers, and planets are in the Place category. Man-made and natural places are also in this category.

**THINGS:** Objects that are not alive, items which do not belong in the other categories, and concepts (Gravity and The Equator) are Things. This category also includes animals, holidays, and literature.

**YEARS:** The cards in this category include memorable events that took place in a specific year.

## RULES OF PLAY

### The Reader

The youngest player goes first, by selecting a card and saying, "I am a \_\_\_\_\_" (Person, Place, Thing, or Year) as shown at the top of the card. This player







becomes that Person, Place, Thing, or Year for this round, and is known as the Reader. Readers should not show their cards to any other player.

### Getting a Clue

Each card has clues numbered 1 through 20—there is one Person, Place, Thing, or Year on each card. The player on the Reader's left announces a number between 1 and 20, then covers that number on the board with a chip. The Reader reads the clue with the same number that the player on the Reader's left chose. All the clues that the Reader reads in this round pertain to the same Person, Place, Thing, or Year.

### Guessing

After listening to the clue, the player has 10 seconds to guess the Reader's identity. **Players may only guess on their turn, and must choose a clue before guessing.**

**If the player guesses correctly,** the player and the Reader determine their score (see Scoring, below), and move their playing pieces. The current round is over, and the player on the Reader's **right** becomes the new Reader.

**If the player guesses incorrectly,** play continues in a clockwise direction—the player on the Guesser's left chooses a number, covers it on the board, listens to a clue, and guesses. Continue until a player correctly guesses the Reader's identity. There is no penalty for incorrect guesses.

At any time, players may request that the Reader read all the clues already chosen.

### Scoring

Each 20 Questions® card has a value of 20 points. All 20 points are divided between the Reader and the player who correctly guesses the Reader's identity. The Reader receives 1 point (moves forward 1 space) for every number that is covered with a red chip. The Guesser receives 1 point for each unused red chip.

**EXAMPLE:** If the Guesser correctly guesses the Reader's identity on the 3rd clue, the Guesser moves ahead 17 spaces, and the Reader moves ahead 3 spaces.

**EXAMPLE:** If the Guesser correctly guesses the Reader's identity after 16 clues, the Guesser moves ahead 4 spaces. The Reader moves ahead 16 spaces.

If the Reader reads all 20 clues and no player guesses correctly, the Reader scores all 20 points, the current round is over, and the player on the Reader's right becomes the next Reader.

### SPECIAL CLUES

**Take a One Free Guess Chip**—the player guesses immediately, then takes a blue chip, if one is available. Players with these chips play them before the







start of another player's turn, then guess before the Reader reads another clue. Free Guessers who guess correctly move in the same way that other correct Guessers move. Players who use a Free Guess Chip before their own turn still play their upcoming turn. More than one Free Guess Chip may be played on a turn. After playing a Free Guess Chip, players return it to the edge of the board.

**Lose your turn**—play passes immediately to the next player, the current player may not guess.

**Go ahead** and **Go back**—the player moves the number of spaces shown, then guesses without hearing another clue. No player may be moved back from Start.

**Choose a player to go**—the player may move any player's piece except their own.

**Go to the next Bonus Space**—the player moves forward to the closest Bonus Space, then guesses, but does not play a Bonus Round. Players already past the last Bonus Space on the board do not move, but still guess.

### Bonus Round

Any time that players end their move on a **Bonus Space**, they may play a Bonus Round. To play a Bonus Round, the Reader chooses a card from the deck, and identifies it as a Person, Place, Thing, or Year. The Bonus Player announces 5 numbers, one at a time, which the Reader reads as they are chosen. The Bonus Player may guess after hearing any of the 5 clues, but may only guess once during the Bonus Round.

If the Bonus Player correctly guesses the Reader's identity after just one clue, the Bonus Player moves ahead 10 spaces. If the Bonus Player needs more clues, scoring is as follows:

2 clues.....	8 spaces	4 clues.....	4 spaces
3 clues.....	6 spaces	5 clues.....	2 spaces

When players land on a Bonus Space during the middle of a turn, the Reader continues with the card in play until a player guesses correctly, then starts the Bonus Round. The Bonus Round ends if the Bonus Player chooses a "Lose your turn" clue. The Bonus Player moves on "Go ahead" and "Go back" clues, then the Bonus Round continues. The Reader does not move during a Bonus Round.

### Winning the Game

The first player to reach **FINISH** wins the game. Players need not land exactly on **FINISH** to win.

