

THE **YES! NO!** GAME

For 2-6 players Ages 8 and up

Contents: 50 playing cards, 1 bell.

Object of the game

To try and get any of your opponents to say 'YES or NO' while avoiding saying 'YES or NO' on your turn.

To set up

1. Place the bell in the centre of the table.
2. Shuffle the cards and place them face down in the centre of the table.
3. Decide which player goes first.

To play

1. Player 1 goes first by turning over the top card.
2. Looking at the instruction at the top of this card, face the player indicated, and read out the questions.

The real skill in playing this game successfully is in interpreting the questions in a manner most likely to 'catch out' your opponent. You must not add or miss anything from the card but the use of pace and intonation will help.

3. If you hear the player say 'YES or NO' then *ring the bell* this stops play for this card, you keep the card and add it to your pile.
If the player gets to the end of the card and has not said 'YES or NO' then you give them the card and add it to their pile.

This is the end of the turn, it is then the next players turn.

Remember,

You must *ring the bell*, if your opponent does say 'YES or NO' and if you have **not** rung the bell, well, they've got away with it.

You can also ring the bell if:-

your opponent hesitates for too long,
they nod or shake their head in a 'YES or NO' fashion,
they refuse or cannot answer a question,
they repeat an answer more than twice, for instance repetition of 'don't know'.

To win

The winner is the player who, at the end of the game has the most cards. The game ends when all of the cards have been used up.

Alternatively you may start with fewer cards for a quicker game, or why not make the winner the first to collect a certain number of cards? say 10.

