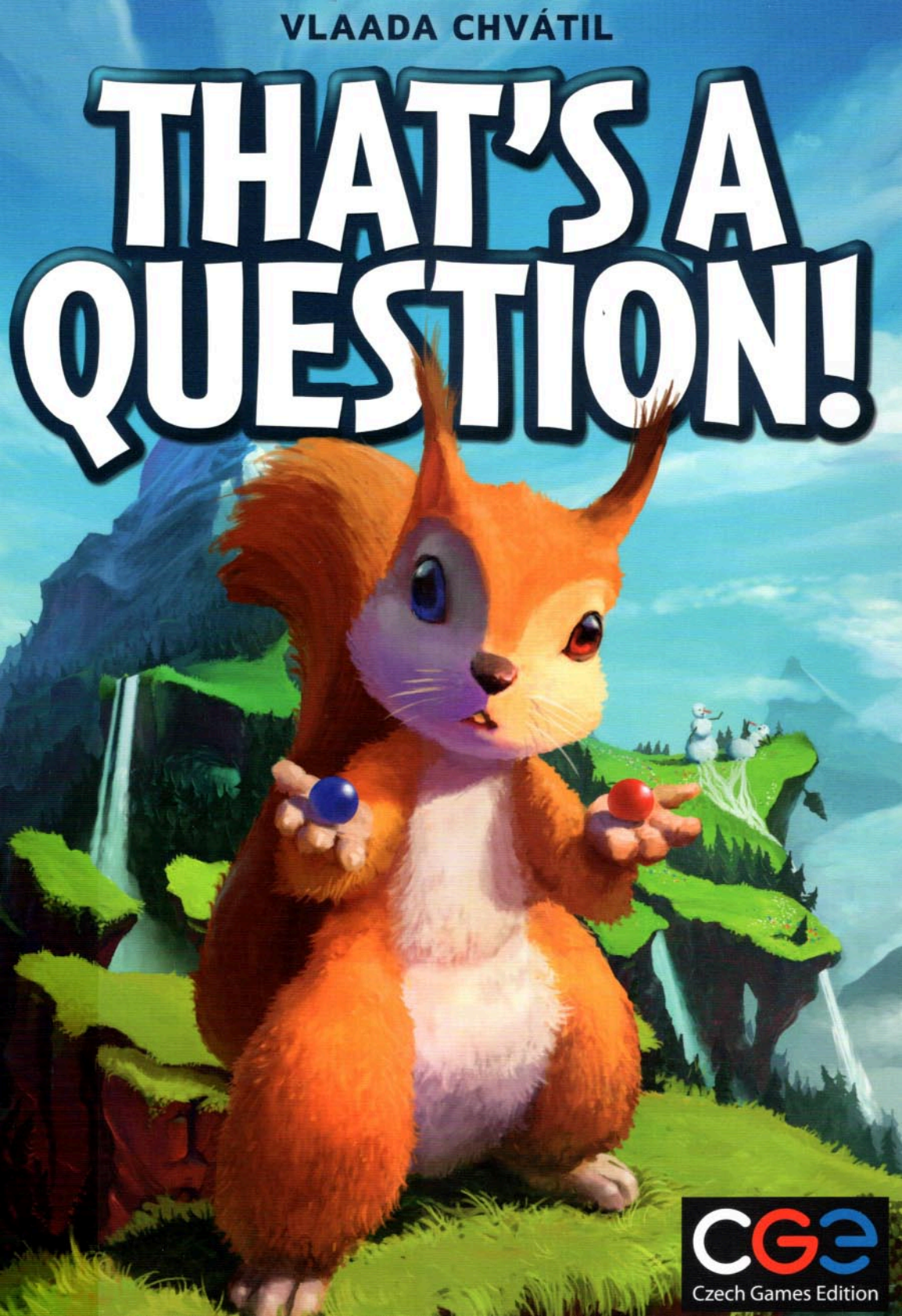
VLAADA CHVÁTIL

THAT'S A QUESTION!



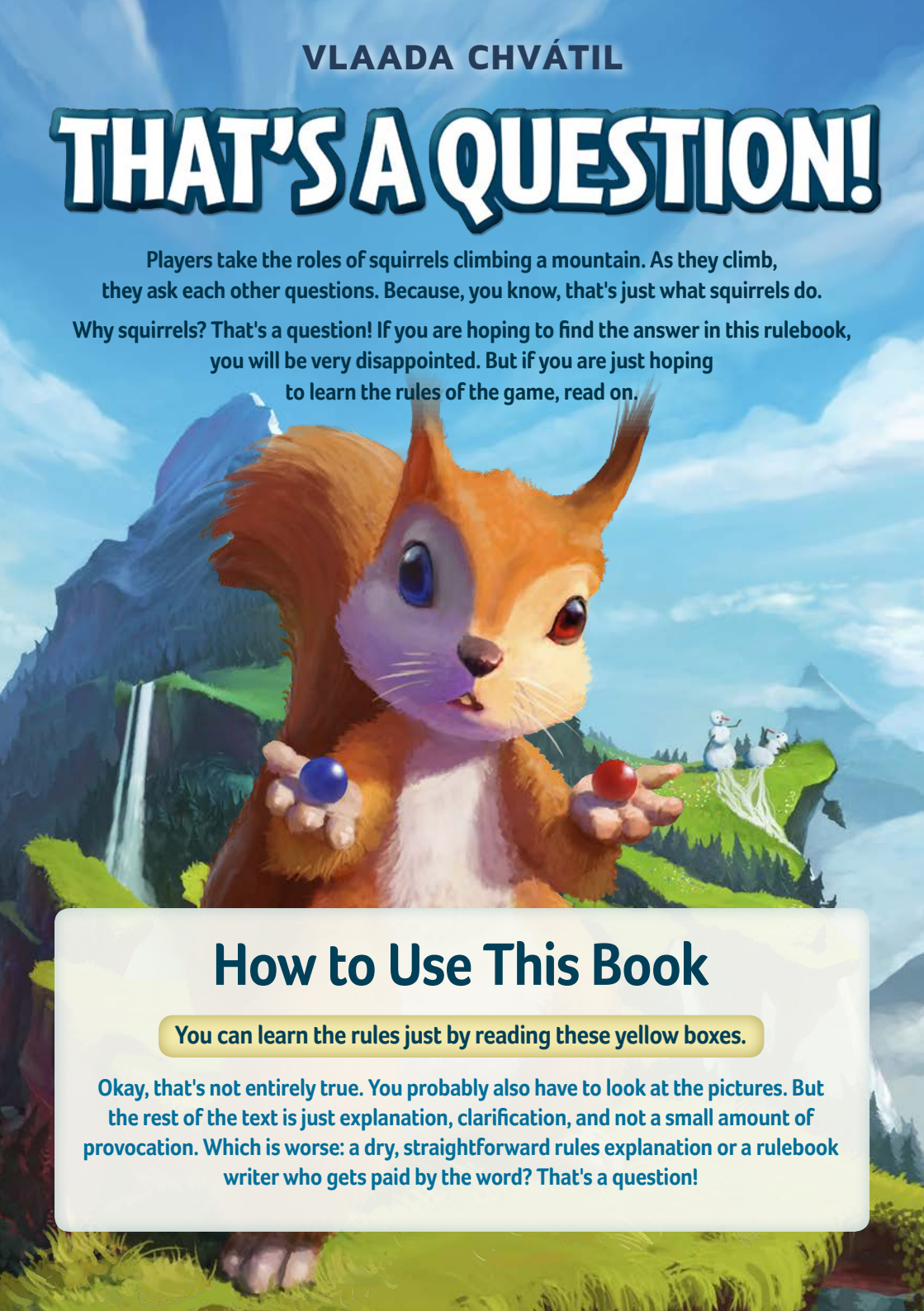
Czech Games Edition

VLAADA CHVÁTIL

THAT'S A QUESTION!

Players take the roles of squirrels climbing a mountain. As they climb, they ask each other questions. Because, you know, that's just what squirrels do.

Why squirrels? That's a question! If you are hoping to find the answer in this rulebook, you will be very disappointed. But if you are just hoping to learn the rules of the game, read on.



How to Use This Book

You can learn the rules just by reading these yellow boxes.

Okay, that's not entirely true. You probably also have to look at the pictures. But the rest of the text is just explanation, clarification, and not a small amount of provocation. Which is worse: a dry, straightforward rules explanation or a rulebook writer who gets paid by the word? That's a question!

Setup

1. Each player takes components in one color.



squirrel



A card



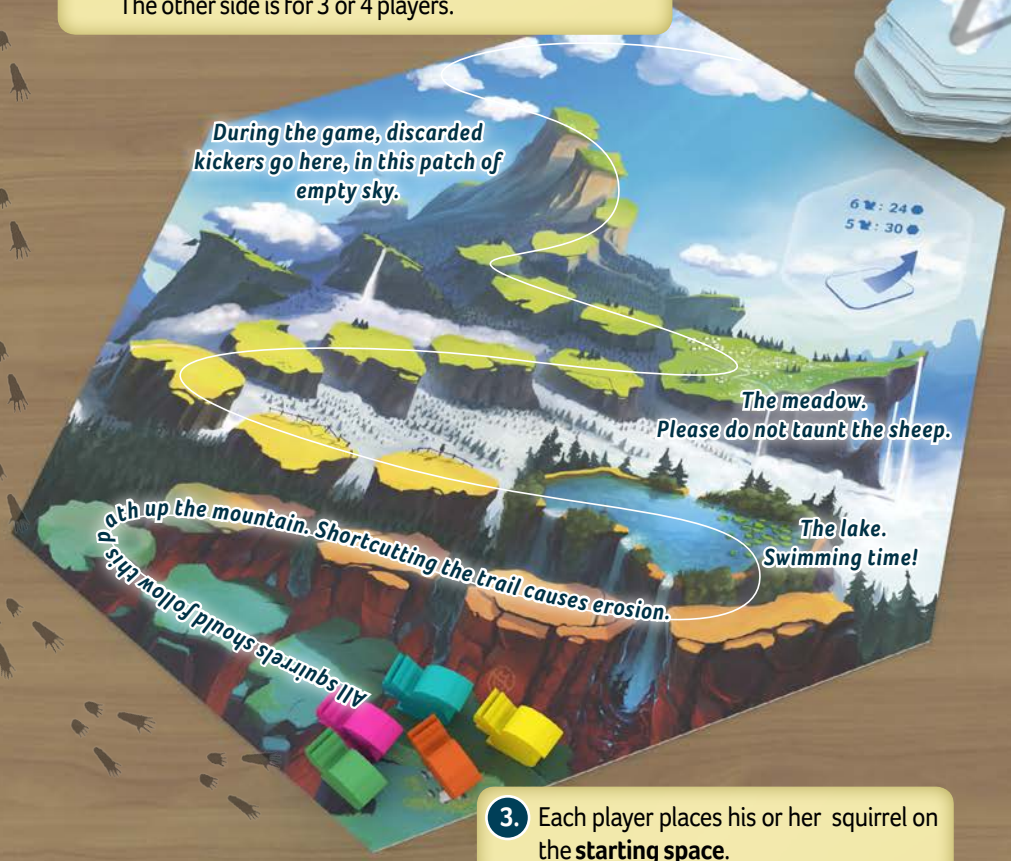
B card



times-3 kicker

tough-question kicker

2. Place the **game board** in the center of the table.
The side for 5 or 6 players is marked by this: 6 🐿 5 🐿
The other side is for 3 or 4 players.



3. Each player places his or her squirrel on the **starting space**.

4. Shuffle the deck of **answer cards** and deal 5 to each player.

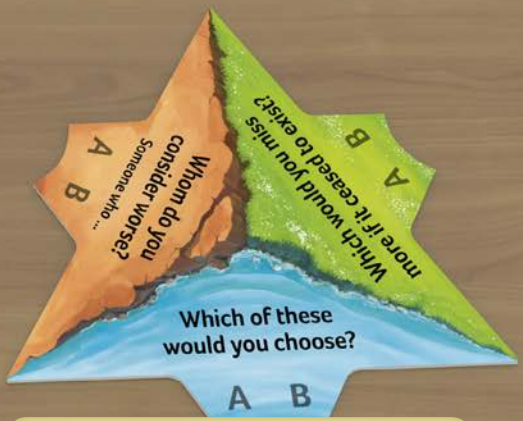


5. Then make a stack of answer cards to be used as a **draw pile**. The game board shows how many cards to use, depending on the number of players.

Place the draw pile on the marked space of the game board.

6. Return the remaining answer cards to the box.





8. Setup of **acorns** is explained on the next page.

The acorns also have a hazelnut side because, in many countries, popular folklore says that squirrels eat hazelnuts. This rulebook will call them acorns, but you can use either side. (Note: In nature, real squirrels eat doughnuts.)

7. Put the **question board** somewhere near the game board.

Game Play

Choose a starting player.

The starting player should be someone who knows how to play the game. If no one knows how to play the game, then you should tell everyone that the rulebook says you get to start. That's not actually a yellow-box rule, but they can't call you on it if they haven't read the rules.

Give 1 acorn to everyone except the starting player. Put any extra acorns in the box.

Oh man! You let this rulebook trick you into being the starting player, and now you don't get an acorn!

Don't worry about it.

Players will take turns asking questions, beginning with the starting player and moving clockwise around the table.

A Turn

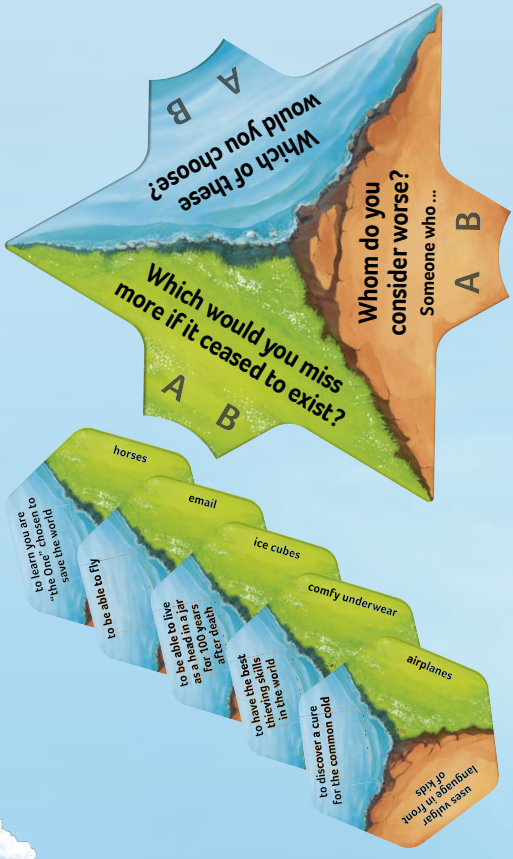
On your turn, you will have to ask a question. There are three basic questions, and these are written on the question board. Each question involves a choice between A and B. What are A and B? That's a question! You have to choose the answers from among your answer cards.

Each card has 3 answers. Grassy green answers match the grassy green question. Rippling blue answers match the rippling blue question. And rocky red answers look majestic at sunset.

To make a question, you pick two of your five answer cards to go with one of the three questions. So you have a lot to choose from.

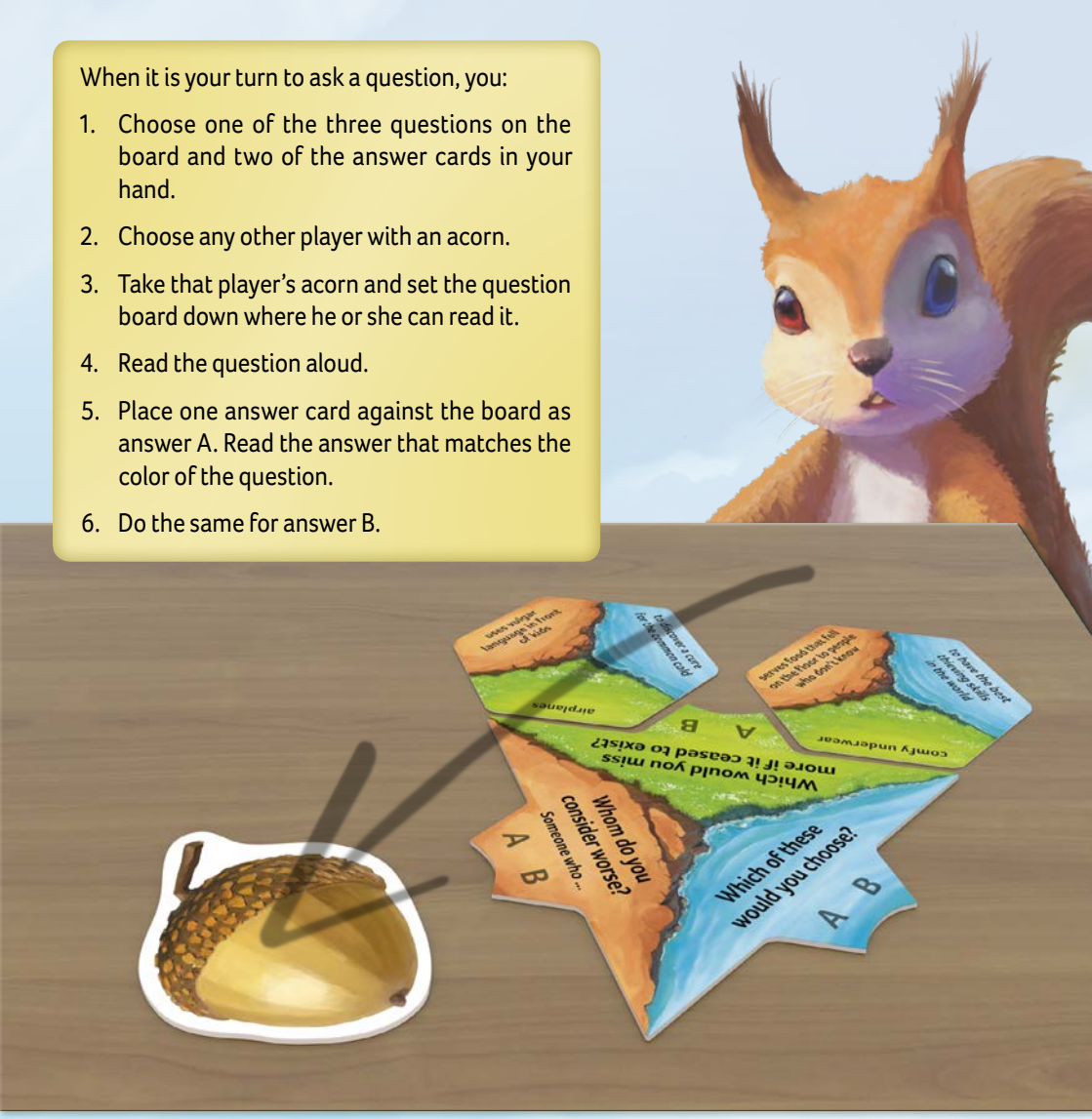
Please don't try to match an answer to a question of a different color. It might seem funny, but that's not what the game is about. The game is about squirrels.

No, wait, the game is about making tough questions.



When it is your turn to ask a question, you:

1. Choose one of the three questions on the board and two of the answer cards in your hand.
2. Choose any other player with an acorn.
3. Take that player's acorn and set the question board down where he or she can read it.
4. Read the question aloud.
5. Place one answer card against the board as answer A. Read the answer that matches the color of the question.
6. Do the same for answer B.



See? You get an acorn as soon as you ask the question. We told you not to worry.

The acorns help make sure everyone gets asked. Well, actually they just make sure that no one gets asked too many times. But if you're not sure whom to ask, the nice thing to do is to pick the person who has the most acorns.

But that's not a rule. The rule is that the player you ask must have at least one acorn. Choosing the right person to ask is an important part of the strategy. (Yes, this game has strategies. It's a CGE game.)

Oh, and you can't ask yourself. Sorry for not writing that in the yellow box, but we thought it was obvious. If it's your turn to ask and no one else has acorns, you should ask the player on your right. We're pretty sure that player recently forgot to take an acorn.

Answering and Guessing

The player chosen to answer the question should answer it honestly. When the answerer has decided, he or she indicates the decision by playing either A or B face down.



When you are asked a question, answer from your personal point of view. As long as you are honest, you can't be wrong. If the question needs interpretation, you get to decide how to interpret it. Just don't do anything that might give away your answer.

Anyone who is not the asker or the answerer is a guesser. Guessers try to guess what the answerer will choose. A guesser indicates his or her guess by playing either A or B face down.

The asker does not guess, but he or she is allowed to act smug while everyone else struggles with the question.

No one should give away their answer or guess while others are deciding.

Scoring

Once everyone has chosen A or B, the answerer reveals the answer. Then the guessers reveal their guesses.

The answerer might give a brief explanation while revealing the answer. The guessers might argue, but it's too late to change the answer.

The answerer's card shows the right answer. Everyone with this answer moves their squirrel ahead one space.

The answerer always moves ahead one space, and so do all the guessers who guessed correctly. Once all the right answers are dealt with, it is time to look at the wrong ones:

Move the asker's squirrel ahead one space for each incorrect guess.

Example: *Suppose the answerer played B. Someone should say, "B is the correct answer." Everyone with a B in front of them should move one space ahead. Then the asker moves one space ahead for each A that was played.*

In some groups, each player moves his or her own squirrel. In other groups, a responsible player who loves bookkeeping handles all the squirrels. This squirrel-pusher soon discovers that the typical cases are pretty simple. If all players guessed correctly, everyone but the asker moves one space. If one player guessed wrong, everyone but that player moves one space.

Tip: *Do not mix these two methods. "Has anyone moved my squirrel yet?" is not the type of question this game should be about.*

Kickers

You know what? Skip this part until you've tried a couple questions. Once everybody is comfortable with the scoring system, you can explain how kickers work.

When you are a guesser, you have the option to play one of your kickers along with your A or B card.



When you play your card, you should cover it with your paw so no one can tell if you are playing a kicker. Of course, most squirrels leave their other kicker sitting alone face up, so it's easy to figure out what they played. Usually this doesn't matter. No one pays attention to other people's kickers because they are too busy weighing the relative merits of forests and beer.

When you reveal your guess, you also reveal the kicker.



times-three kicker: This makes you move 3 spaces instead of 1 if your guess is correct. On an incorrect guess, it has no effect.



tough-question kicker: This makes you move 1 space for each other player's incorrect guess. It is not affected by your own guess.

You can play a kicker only when you are a guesser. You do not have to play a kicker. You cannot play both kickers on the same guess.

Tip: *If you push squirrels for everyone, you may find it easier to score kickers separately. First, move all squirrels with the correct answer one space. Then move the asker's squirrel for the incorrect answers. Then move those with correct times-three kickers an additional 2 spaces. And finally move squirrels for the tough-question kickers. This technique works smoothly and efficiently as long as players keep the cards and kickers on the table until you are done.*

Leave your card and kicker on the table until scoring is done!

That's probably so obvious that it doesn't need to be an official yellow-box rule, but it's pretty important, so we gave it a yellow box anyway. And an exclamation point.

Kickers are so cool you'll want to play them on every question. But you can't.



After scoring is done, the kicker you played is discarded to the game board, regardless of whether it had an effect.

Example:

Yellow asks Green a question. Everyone except Yellow chooses A or B. Then everyone reveals what they played:

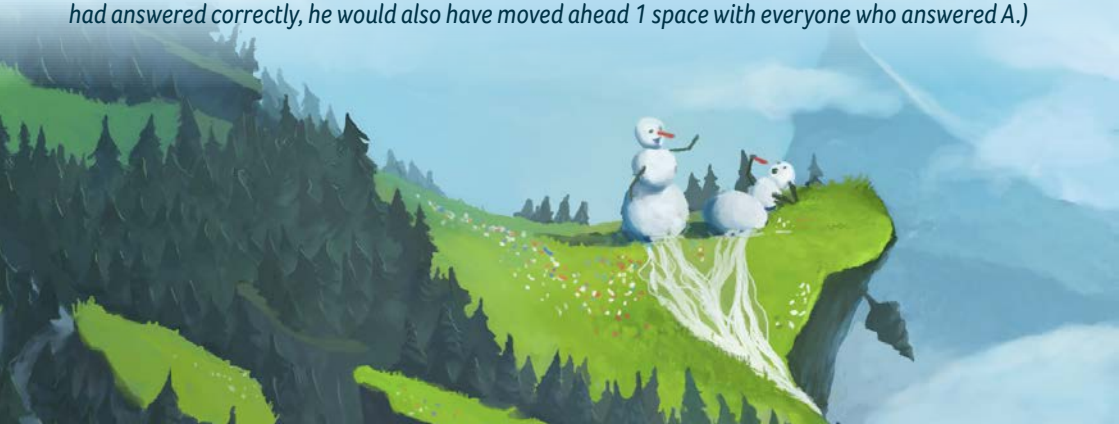


Green reads her answer, and perhaps gives a short explanation. Then Yellow says, "The correct answer is A. Who answered A?"

Orange, Green, and Teal answered A, so they all move their squirrels. Teal moves 3 spaces because of the times-3 kicker. (If Teal had answered wrong, Teal would not move.)

Yellow doesn't ask who answered B, because it doesn't matter who. What matters is how many. There are 2 B answers, so Yellow moves ahead 2 spaces. This is not affected by kickers.

Blue also moves, because he played a tough-question kicker. However, Blue cannot count his own wrong answer. He only scores for other players' wrong answers. Blue moves ahead 1 space. (If he had answered correctly, he would also have moved ahead 1 space with everyone who answered A.)



The Lake and the Meadow





When your squirrel reaches the lake or the meadow, you may retrieve one of your kickers from the game board. This applies even to a kicker you played this turn.

If your squirrel moves more than one space, it might swim across the lake and keep on moving up the mountain. That still counts and you get a kicker back. The same thing applies to the meadow. Well, the kicker thing applies. We know you can't swim in a meadow.

Example: *In the example on the facing page, Orange moves onto the meadow and takes one of her kickers back. Teal moves three spaces, passes through the lake, and also gets a kicker back. Teal may either keep the times-3 played this turn, or put it on the board and take back the tough-question kicker.*

End of Turn

After scoring, discard the 2 answer cards. The asker draws 2 new cards from the stack on the game board, bringing his or her hand back up to 5.

By the way, if you forgot to take the acorn when you asked the question, you should take it now.

The player to the left of the asker now gets a turn to be the asker.

Yes, it really is that simple. It doesn't matter who answered the question. It doesn't matter who seems to be hoarding acorns. Play just passes clockwise.

Take-Backs

Sometimes you put down A even though you meant to play B, or B when you meant A. There is really only one way a rulebook can handle this:

The card that you play as your answer or guess is final. It cannot be changed after it is revealed.

There. That's the official rule. We hope you don't play by it. Because, let's face it, that's stupid.

If a player carefully explains why he chose answer A and then reveals his card and it turns out to be B, then it's pretty clear that his honest answer is A. The answerer should be allowed to correct any mistakes, preferably before seeing other people's guesses.

If a guesser puts down A by accident and A happens to be the correct answer, she should admit that she meant to play B and give the point to the asker instead.

Of course, if you play A and the correct answer is B, then your play should stand. It's not that we don't believe that you meant to play B; it's just that changing a guess from incorrect to correct is not very classy. You're a squirrel. You gotta stay classy.

But in general, yeah, you can correct honest mistakes. We think you can be trusted. If anyone tries to abuse this trust, tell them they can't change their card and show them the official rule. Or just don't play with them anymore. You're squirrels, not weasels.

The Final Round

The game is played in rounds. You don't have to keep track of the number of rounds because you carefully counted out the stack of answer cards at the beginning of the game.

When the last 2 cards are drawn from the stack on the game board, it is the beginning of the final round. Each player will get one more turn as asker.

This will just magically work out. The player who started the game will also be the first asker in the final round. The player who drew the last 2 cards will be the final asker of the game.

If the player who draws the last 2 cards is not the player on the starting player's right, then something has gone wrong. Count cards. Check under the table. Maybe you set up the stack wrong? Fix it somehow. Everyone should start the final round with 5 cards. The final round should start with the starting player. The player on the starting player's right should ask the last question of the game.

At the beginning of the final round, each player may retrieve one of his or her kickers from the board.



This is in addition to any kicker you might have gotten back at the lake or the meadow. Players who have no kickers on the board get nothing.

So you'll start the final round with at least one kicker. Each player will get one more turn to ask a question, so you will have opportunities to use it. Even in the final round, you can retrieve a kicker at the meadow, as usual. (You can retrieve a kicker at the lake, too, but if you haven't passed the lake already, not even a kicker can help you.)

The final round is played as normal, except that askers do not draw new cards after scoring.

You don't need cards after your last question. And anyway, the draw pile ran out. If you want, you can end your final turn by discarding the three cards left in your hand.

End of the Game

The winner is the player with the most acorns. ... Ha ha! Just kidding.



The winner is the player farthest ahead.

If someone insists that there must be some sort of tiebreaker, look in the rulebook and pretend to find a rule that makes that player the winner. You just have to humor some people. Tied squirrels secretly remain tied.

During the game, the frontrunners may actually leave the mountain and start walking on the clouds. We're not sure how squirrels do that. It's just one of nature's mysteries.

Even if you didn't win, getting to the top of the mountain feels pretty good. Of course, sometimes you only make it to the meadow. But that's okay, because it's a nice meadow. Even if you finished somewhere near the lake, we still hope you had a fun walk, because that's really what this game is about. That, and squirrels.

The game is best with 5 or 6 players.
It can still be fun for smaller groups. You should probably use these rules modifications, unless you want to play it wrong.

With 4 Players

In a 4-player game, everyone starts with an acorn.

Yeah! Now you'll be plenty fat enough to get through winter!

The tough-question kicker counts double.

That's great, but only one other player is guessing. You get 2 points if he or she guesses wrong.

With 3 Players

This is a really cozy game. One person asks, one person answers, and the one left over has to guess.

In a 3-player game, use 4 acorns. Give one to each player and an extra one to the person on the starting player's right.

You could also just leave the acorns in the box and let players ask whoever they want. With only 3 players, everyone is likely to get asked several questions.

Since only one person is guessing, the tough-question kicker is useless ... or at least it would be if we didn't have this awesome rule:

If you are the guesser, you can choose to use your tough-question kicker before the answer is revealed. The asker must also make a guess. You get 2 points if the asker's guess is wrong. The asker doesn't get any points from his or her guess, not even if it's correct.

Play your kicker face up and ask the asker, "What would be *your* guess?"

Three-Squirrel Scamper

With three players, only half the colors are actually in the game. That's a shame. Here's a variant that uses all the colors to make a 3-player game shorter and more action packed. Use the rules for a 3-player game plus these two modifications:

Each player has two kickers of each type.

Take the kickers from an unused color. The rules for using them are unchanged. So you still play at most one, and when the rules say you get one back, you get only one.

Squirrels boosted by extra kickers don't need as many questions to climb the mountain:

Instead of using 24 cards in the draw pile, use only 18.

With 2 Players

Um ... we're stumped. This really is not a 2-player game. But you can still take turns asking each other questions. That's called conversation.

Guidelines for Answering

The question is always about you. It's about your opinion and how you feel about the two possible answers. Sometimes you will see a logical answer. Other times, you just know your answer in your heart. Because the question is about you, your answer is always right. Just be sure to answer the question honestly.

Well, okay, if someone asks, "Whom do you consider worse, someone who steals a small amount of money from work or someone who forgets their spouse's birthday?" then you might answer differently depending on whether you're playing with your boss or your spouse. But except for that, you should answer honestly.

When you are asked a question, you are the one who decides how it should be interpreted. Usually, the meaning of the question is fairly clear, but if it seems ambiguous to you, then you are the one who must decide what the question means. You should probably keep quiet about your interpretation until the answer and guesses are revealed.

In general, you should not do anything that would give away your answer. You should answer honestly, but it is okay to act as though you are thinking about a question when you actually knew your answer immediately.

If you are really, really not sure how to answer a particular question, just choose one of your two cards at random. Wait! Don't play it! Just look at it. When you look at your randomly chosen card, you will either say, "Ah, yes! I knew it all along," or, "No! I want to choose the other one!" At which point, you know your answer.

Actually, this works for decisions in real life, too.
(Disclaimer: This rulebook and its affiliated squirrels are not responsible for the results of random decisions you make in real life.)

Quick Tips for Interpreting the Questions

Yeah, this one is all about you, including how you choose to interpret the options.

Imagine the thing disappears and the world adapts to that somehow. But you still remember what the world was like before that thing went away.

Sometimes both options are really harsh. But remember, you aren't being forced to do one of these two things. Just think about which seems worse when someone else does it.

A Game by Vlaada Chvátil

Illustration: Sören Meding
Graphic Design: Michaela Zaoralová, Filip Murmak, and Radim Pech
Writing: Jason Holt

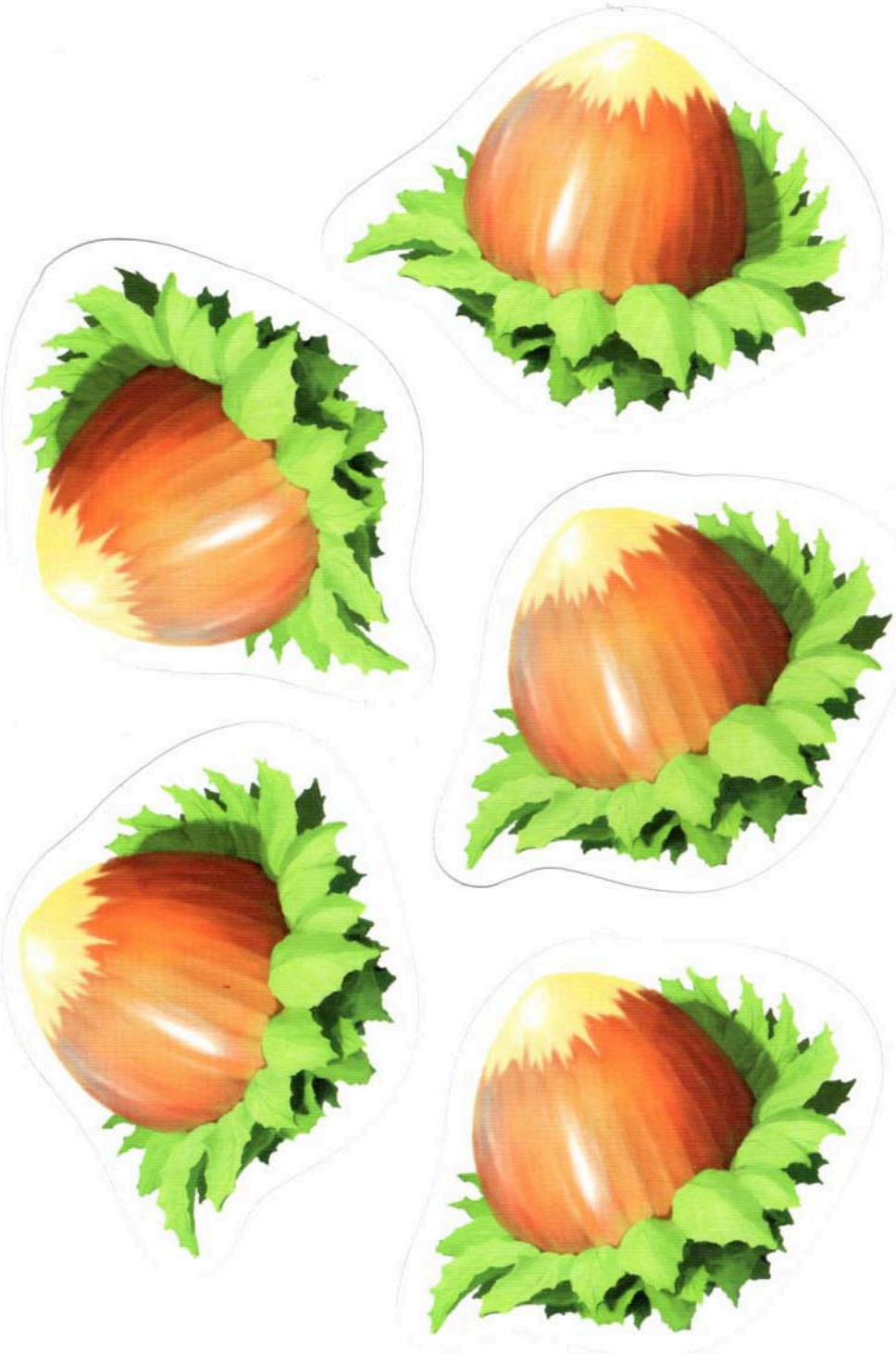
Thanks to: All those awesome people who playtested the game at gaming events, game clubs, or friendly gatherings, both in the Czech Republic and abroad.
It helped a lot, and we also learned a thing or two about you :)

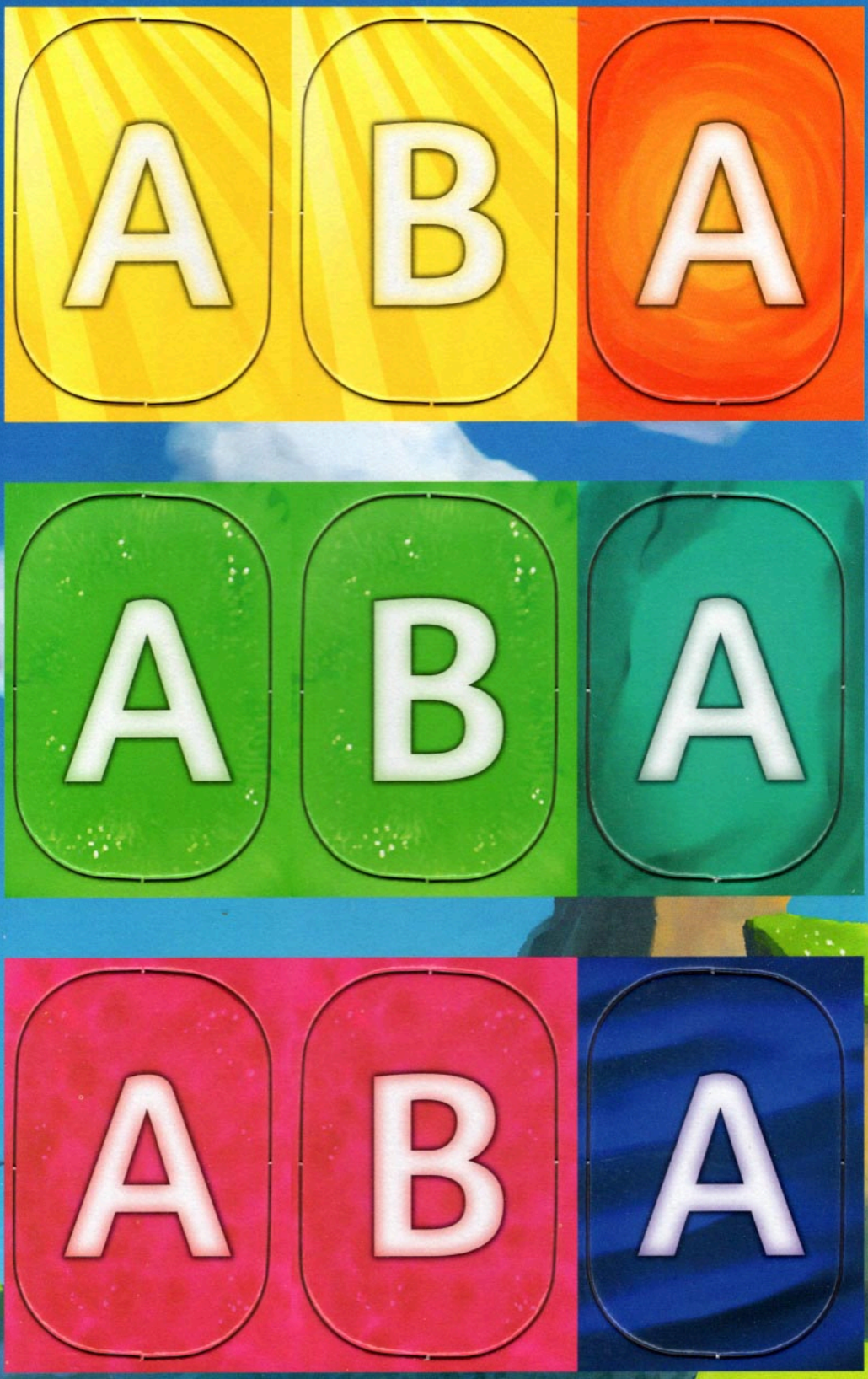
Special thanks to: All the CGE people for giving this little game such great production, especially Petr for liking and supporting the game from the first prototype, Jason for approaching this rulebook very seriously, Dan for a valuable hint about harsh questions, Vítek for adding one truly awesome answer (he knows which one), our graphic girl and guys for the relentless squirrel-polishing, and generally all our board game and digital people, as everyone participated on the final list of answers and on the enjoyment of developing this game. Did you know there are several squirrel-rescuing stations in the Czech Republic?

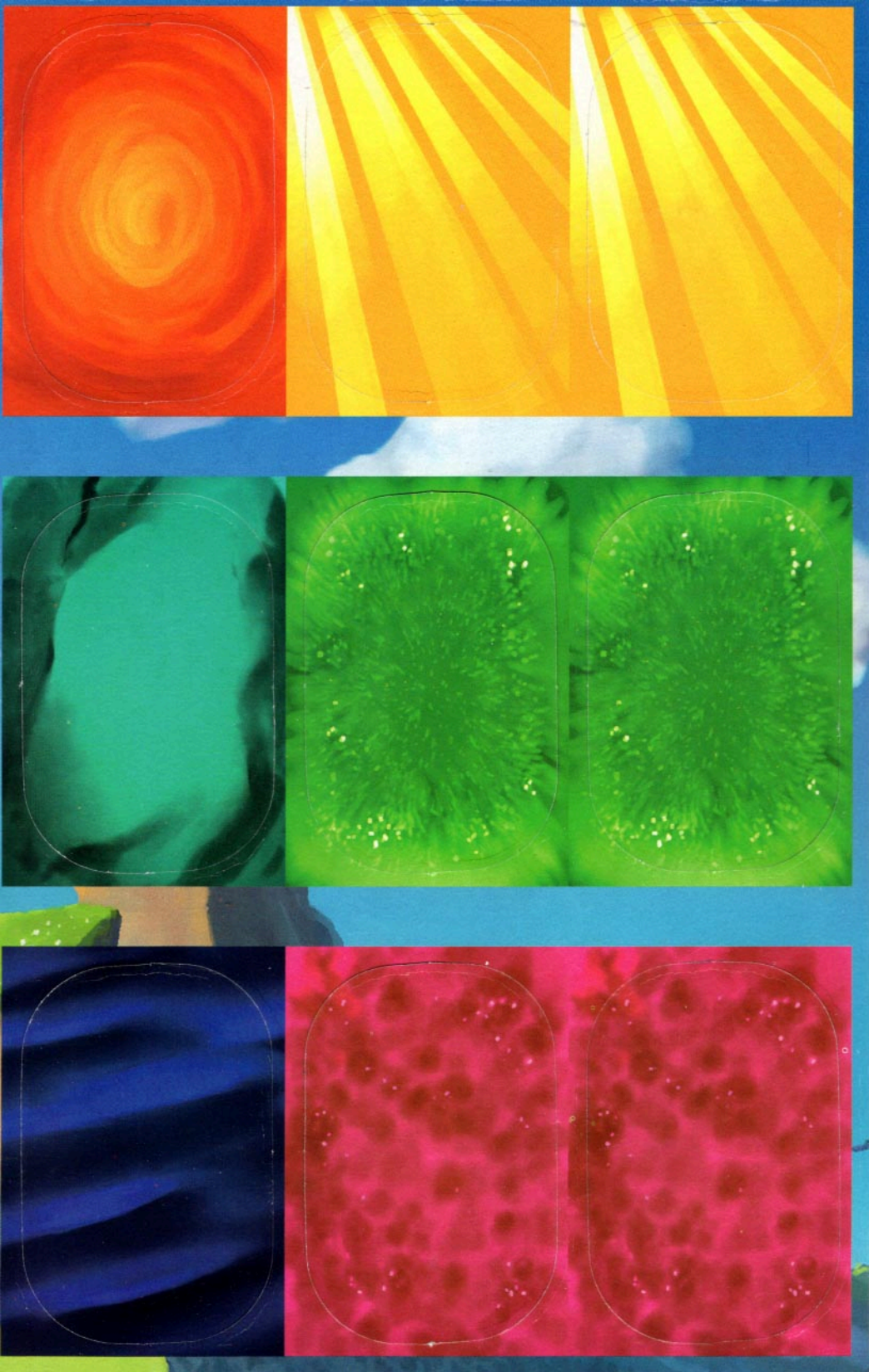
Czech Games Edition

© Czech Games Edition
July 2017
www.CzechGames.com

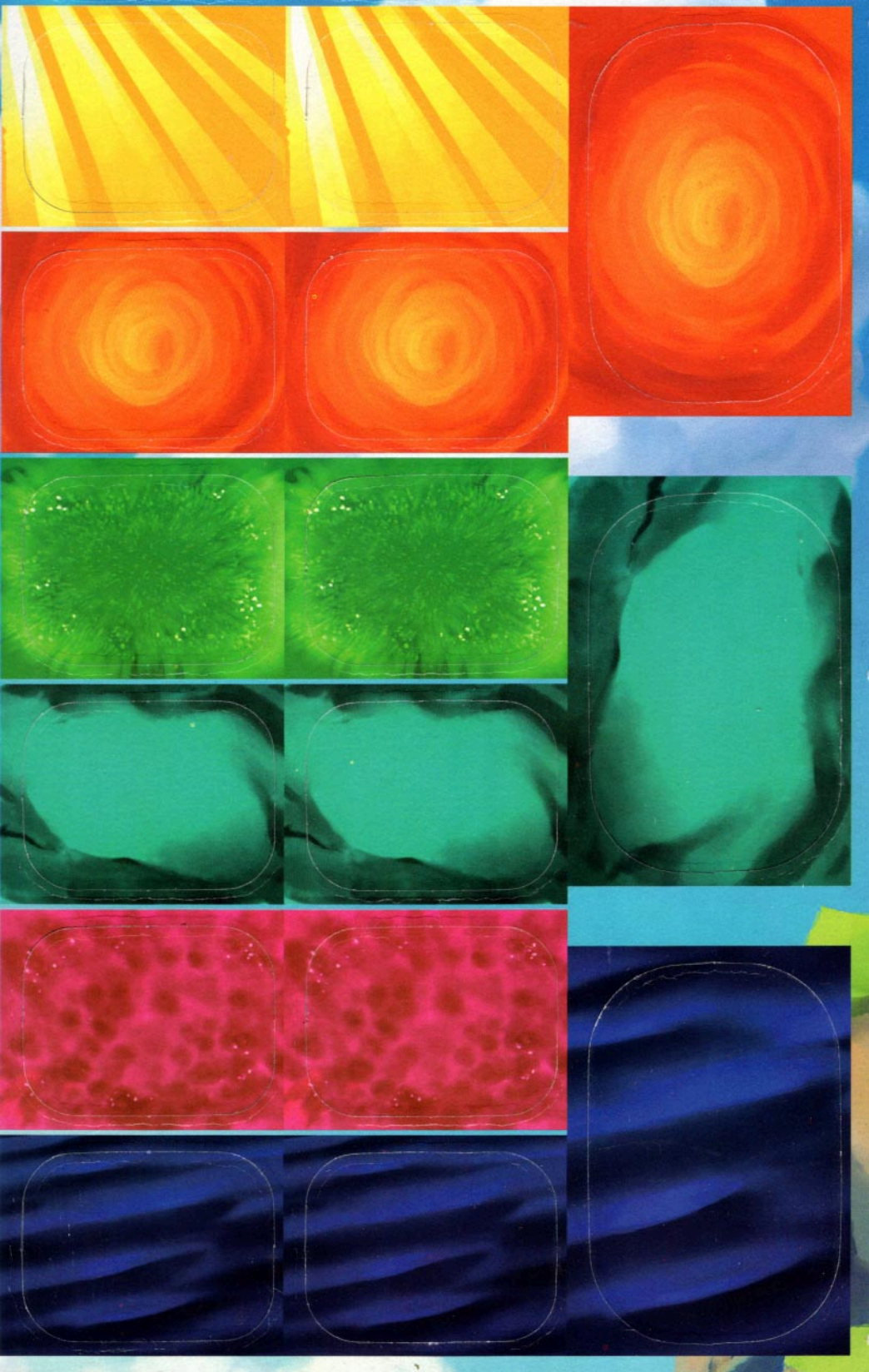




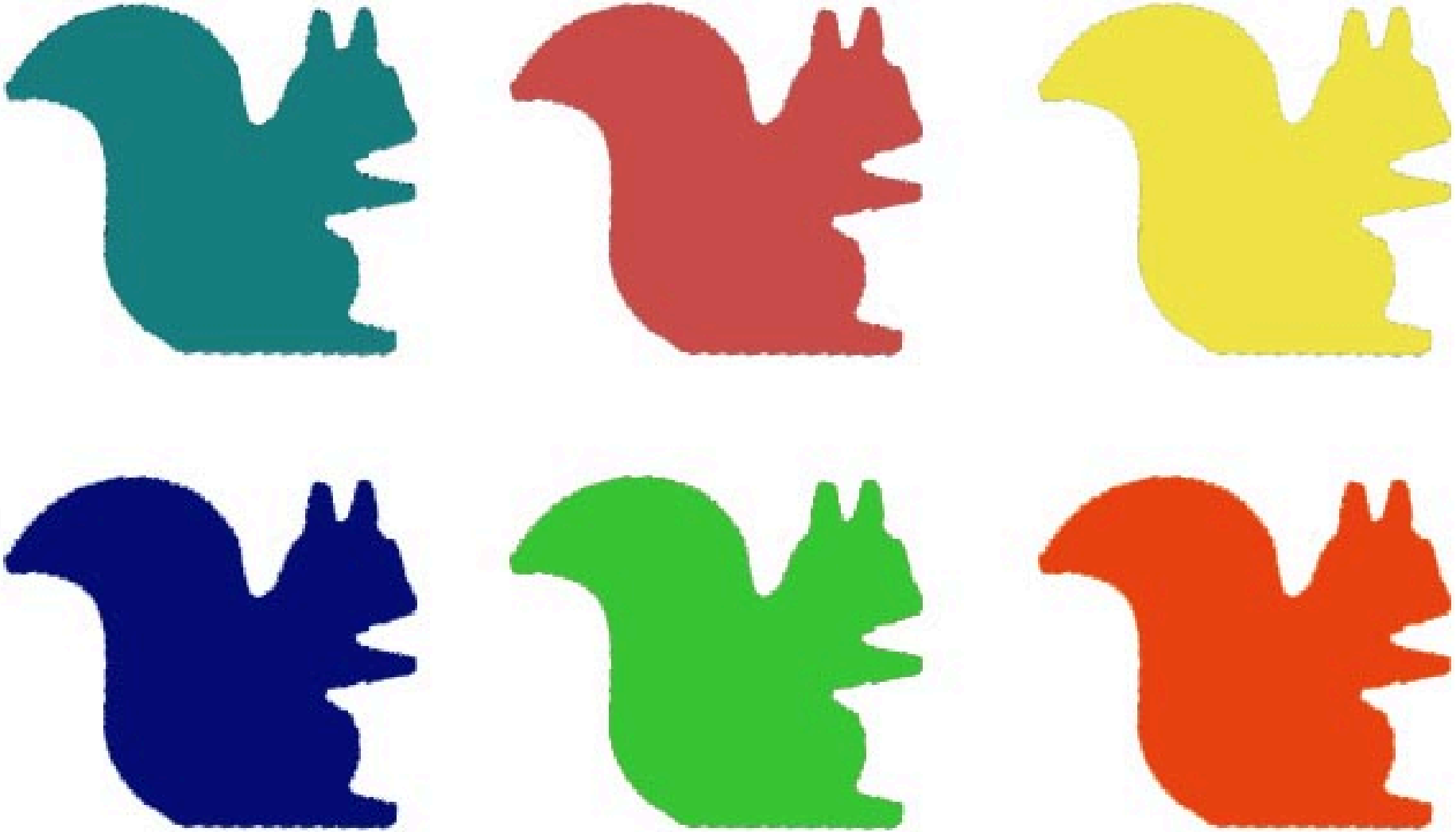

A B A
A B A
A B A




B
?!?
×3
?!?
×3
B
?!?
×3
?!?
×3
B
?!?
×3
?!?
×3



A B
Which of these would you choose?
Whom do you consider worse?
Someone who ...
A B
Which would you miss more if it ceased to exist?
A B



to be the most respected fashion designer in the world

tells spoilers to people who haven't seen the movie yet

001

mountains

to have perfect public speaking skills

buys things they can't afford so they will appear wealthy

002

maps

to visit Mars and then come back

panhandles by pretending to need money for an emergency

003

bacon

to be able to walk through walls

discovers their employer is committing tax fraud and reports it

004

Wikipedia

to paint the most impressive painting in the world

talks loudly on their cell phone in public

005

forests

to be able to bring one historical figure back to life

lies to their spouse to protect their own image

006

pubs

to invent an efficient alternative energy source

offers alcohol to a minor

007

Lego

to be able to tell when someone is lying

pretends to be in a hurry to avoid a panhandler

008

beaches

to jump 100 years into the future at a chosen time in your life

keeps money they saw fall out of someone else's pocket

012

stuffed toys

to make the most widely played mobile game app in the world

boring details of their life on social media

009

card games

to write the most beautiful song ever sung

acts hurt by someone else's words to make them feel bad

010

science fiction

to learn you are "the One" chosen to save the world

doesn't scoop their dog's poop

011

horses

to be able to use The Force

all music from the 21st Century

drives too slow in the passing lane

to need no food or drink

drinkable tap water

claims anything they don't understand is stupid nonsense

to pick a time at which you become 15 years younger

YouTube

pees in a public swimming pool

to direct the most successful film ever

Saturdays

pees in an alley

to be able to see through the eyes of any nearby person

dishwashers

drives without a license

to make the best-known computer game in the world

zoos

offers alcohol to a friend who will be driving

to hang out with a fictional character for one day

public transportation

steals a small amount of money from their employer

to be able to walk on water

everything about dinosaurs

cheats in a board game with friends

to write for the most-loved TV series in the world

playgrounds

takes up two parking spaces when they park

to be a great political leader

Mexican food

lies to their former classmates to make them envious

to be able to sense the exact location of anyone you know

flush toilets

doesn't return things that they borrow

to be able to read and transmit Wi-Fi signals with your mind

humorous books

makes fun of less fortunate people to their faces

to be the best horseback rider in the world

doesn't speak up when a clerk undercharges them

everything related to fairy tales

013

to be the most popular YouTuber in the world

downloads pirate copies of music and movies

deodorant

017

to design the most interesting board game ever

keeps telling jokes although they are terrible at it

bathing suits

018

to be able to see in the dark and through objects

leaves their shopping cart in a parking space

paper books

014

to discover something that extends life expectancy by 1 year

pretends to be sick to avoid helping a friend

travel vacations

019

to be the best gymnast in the world

says demeaning things about the opposite sex

hot showers and baths

022

to be able to predict the future

throws cigarette butts on the ground

live concerts

015

to be able to control the weather where you are

trolls a forum where people want to discuss their hobby

hamburgers

020

to be the best dancer in the world

lies about their situation to make their parents proud

fresh fruit

023

to be able to breathe underwater

plays their music too loud after the neighbors ask them not to

Asian food

016

to be the best cartoonist in the world

downloads pirate copies of software and computer games

forks and spoons

021

to be the world-champion pie eater

plays videogames instead of meeting a work deadline

cars

024

to create an artificial intelligence that equals humans

spreads lies to support a cause they believe in

026

board games

to be able to instantly sober up when you want

is a half hour late for a work meeting with no good reason

032

all types of hats

to have nice-smelling farts

keeps playing with their phone even when they go out with friends

038

orchestral music

to invent a completely new type of intelligent entertainment

steals food from a grocery store

035

ice cream

to be able to go back one minute up to 3 times in your life

honks their horn when traffic stops

031

bicycles

to be able to speak with the dead

knows a friend's spouse is cheating and doesn't say

027

doors

to be able to live as a head in a jar for 100 years after death

drives over the speed limit in town just for fun

034

ice cubes

to be the best chess player in the world

doesn't silence their phone in a theater

030

pants

to be the best poker player in the world

offers a cigarette to a friend who just quit smoking

026

air conditioning

to be able to see any map you want in your mind's eye

sprays graffiti on a public building

033

pasta

to be a world-famous actor

destroys posters put up by rival political parties

029

the moon and stars in the night sky

to be able to comfort anyone sad

pretends to be sick to avoid going to work

025

the entire Fantasy genre

to be the fastest runner in the world

dents a car in a parking lot and doesn't leave a note

entertaining puzzles

037

to be able to see into the past

doesn't take their sick pet to the vet

shampoo

038

to create the most amazing comics superheroes ever

reads their coworkers' emails without telling them

shoes

039

to be the videogame champion of the world

hides their mistake at work and lets the whole team take the blame

poetry

040

to conclusively prove the existence or nonexistence of God

tries to convert other people to their new diet

school athletics programs

043

to be the most famous detective in the world

cheats in a gambling game for money

regular exercise

046

to win several gold medals in the Olympics

spends more time on social networks than with people

coffee

041

to know all the languages in the world

doesn't report workplace tax fraud

Google

044

to be the best and fastest driver in the world

shouts at other people just to blow off steam

restaurants

047

to be able to make yourself invisible

texts while driving

cheese

042

to understand the language of animals

continues to argue even though they know they are wrong

the letter Q

045

to have a perfect photographic memory

makes a promise they know they will not be able to keep

the smell of fresh rain

048

to have the best thieving skills in the world

serves food that fell on the floor to people who don't know

comfy underwear

to be the most attractive model in the world

keeps complaining instead of dealing with their situation

pizza

to be able to turn off your sense of pain

lights a cigarette for an underage smoker

soft toilet paper

to look good in whatever outfit you choose to wear

believes almost every conspiracy theory they hear

televised sports

to be the best hacker in the world

forgets their spouse's birthday

earbuds and headphones

to be the captain of a space ship

reveals someone's personal secret out of anger

fish

to write the best-selling novel of all time

hides their mistake at work and lets the blame fall on a coworker

bread

to be able to fly

is not handicapped and parks in a handicapped parking space

email

to be the greatest stage magician in the world

spreads malicious gossip about a former employer

puns

to be a world-famous singer

spreads malicious gossip about their ex

paintings

to discover a way to stop the zombie apocalypse if it ever happens

wastes food

Christmas

to age half as fast from now on

steals a handful of coins from a blind panhandler

good mattresses

to have a pet dinosaur

smokes a cigarette near a group of nonsmokers

0.73

movies

to be the best sharpshooter in the world

hides from their family they've been fired

0.75

comic books

to be the richest person in the world

makes cynical comments when watching romantic movies

0.76

all brands of soft drinks

to be reincarnated as an animal

offers candy to an overweight kid

0.74

television series

to be able to motivate anyone to reach their full potential

makes fun of less fortunate people behind their backs

0.77

photography

to have mystical healing powers

spreads malicious gossip about a more successful acquaintance

0.78

summer

to remain in the world as a ghost after your death

doesn't bathe often enough

0.79

dogs

to be able to take on anyone else's appearance

is a half hour late with no good reason for a date

0.80

Facebook

to be the best martial artist in the world

discovers a friend is cheating and tells the friend's spouse

0.81

beer

to find a way to ensure enough drinking water worldwide

reveals someone's personal secret while drunk

0.82

bird song

to be immune to all diseases

feeds their pet so much it gets overweight

0.83

all music from the 20th Century

to be the best basketball player in the world

doesn't cover their mouth when coughing

0.84

rainbows

to have nice dreams every night

stage plays

pretends to be busy so that someone else gets extra work

085

to be the best football player in the world

role-playing games

reads their spouse's email without telling them

090

to need no sleep

weddings ceremonies

breaks a promise just because they are lazy

095

to discover a cure for the common cold

airplanes

uses vulgar language in front of kids

096

to be able to grow plants faster and better than anyone else

dancing

litters along a nature trail

091

to be able to read minds

pleasant walks

reveals secrets from a previous job to their new employer

094

to be the strongest person in the world

package delivery

cheats on their taxes

087

to be able to relive any moment of your life again

television sets

spends more than they can afford on games

092

to think up the catchiest tune ever

the color pink

gets drunk to avoid dealing with their problems

095

to be able to observe any historical event

washing machines

lies on their résumé to get a job

088

to be the first person to meet a friendly alien civilization

videogames

sneaks into a concert without paying

093

to be able to see through the eyes of any nearby animal

messages

uses lots of big vocabulary words without knowing what they mean

096

to have a pet unicorn

wine

forgets their wedding anniversary

to be able to transform lead into gold

kindergarten

writes in a library book

to invent faster-than-light travel

fresh vegetables

conceals a defect of a car they are selling

to be the best mathematician and physicist ever

pretty flowers

changes the subject instead of admitting they are wrong

to never need to use the toilet

romantic evenings

doesn't know how to use apostrophe's correctly

to be the best cook in the world

touchscreens

mocks old people to make them angry

to be able to eat anything you want without gaining weight

snow in winter

dumps their garbage in a vacant lot

to write the funniest play ever

cats

takes unemployment benefits while working a secret job

to be the best tennis player in the world

microwave ovens

leaves a restaurant without paying

to be able to play any musical instrument perfectly

home-cooked meals

cheats in an online game

to make believable virtual reality

chocolate

spreads malicious gossip about a coworker to get ahead

to have impenetrable skin

stand-up and sketch comedy

always corrects other people's grammar


3–4 : 24

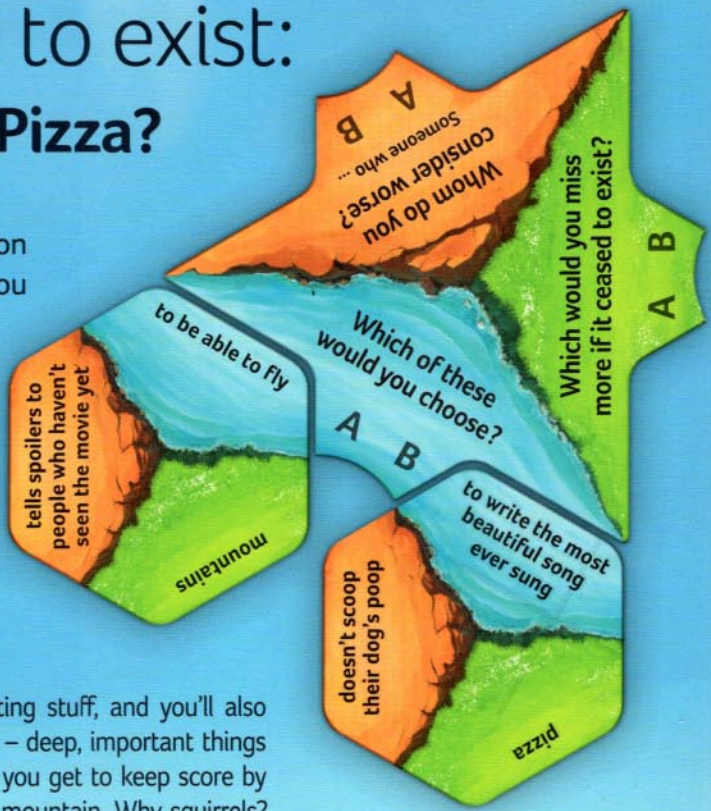

6 : 24
5 : 30

Which would you miss more if it ceased to exist:

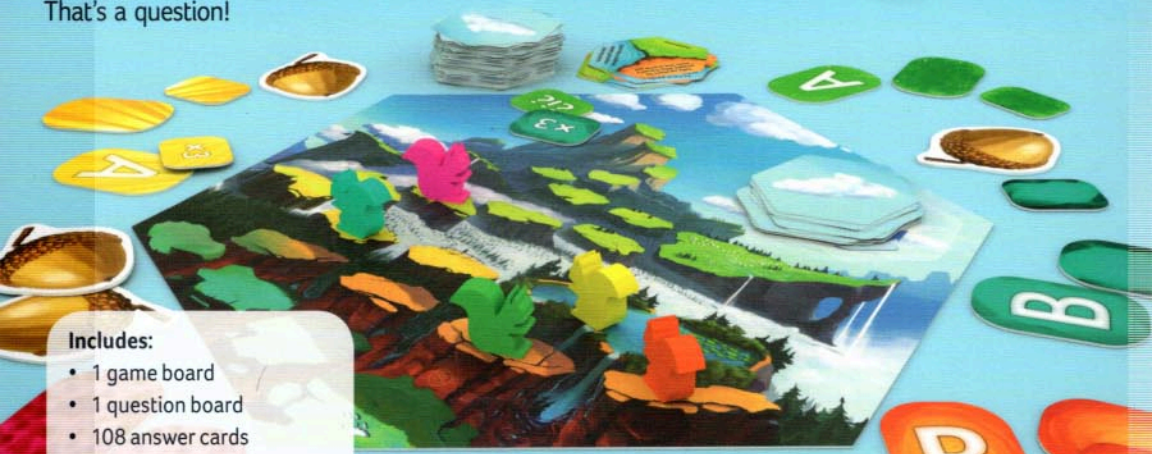
Mountains or Pizza?

That's a question!
And it's also the sort of question you'll need to answer when you play this game.

Players take turns asking questions. You build a question from the cards in your hand and choose a player to answer. Everyone else tries to guess what the answer will be. They get points for guessing right, and you get points when they guess wrong, so you want to ask tough questions.



You will get to think about interesting stuff, and you'll also learn new things about your friends – deep, important things like how much they love pizza. And you get to keep score by moving little wooden squirrels up a mountain. Why squirrels? That's a question!



Includes:

- 1 game board
- 1 question board
- 108 answer cards
- 5 acorns
- 6 squirrels
- 1 rulebook
- 6 "A" cards
- 6 "B" cards
- 6 "x3" tokens
- 6 "tough question" tokens

3–6

15+

30 min

Czech Games Edition