

- **Move to the Next Bonus Space:** The Guesser moves forward to the nearest Bonus Space, then guesses, but does not play a Bonus Round until the Card in play is correctly identified. Players already past the last Bonus Space on the board do not move, but still guess.
- **Move Any Other Player:** The Guesser may move any other player's piece except their own.
- **Guess Now and Pick Another Clue:** This allows the Guesser a free guess before choosing a clue. After the free guess, the Guesser chooses another number, listens to the clue and guesses again.

BONUS ROUND

When players end their move on a Bonus Space, they play a Bonus Round. To play a Bonus Round, the Reader chooses the next Card from the deck, and identifies it as a Person, Place or Thing. The Bonus Player announces any 5 numbers, one at a time. The Reader reads the clues as they are chosen. The Bonus Player may guess after hearing any number 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 begins the Bonus Round. The Bonus Round ends if the Bonus Player chooses a "Lose a Turn" clue. The Bonus Player moves on "Move ahead" and "Move 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 on the Game Board wins the game. Players need not land exactly on FINISH to win.

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Ages 8 and Up
2 to 6 Players



Questions[®]

INSTRUCTIONS

CONTENTS:

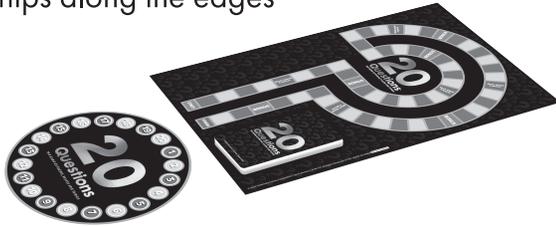
300 20 Questions Cards, 6 Playing Pieces, 20 Purple Clue Guessing Chips, 5 Blue Free Guess Chips, Game Board, Clue Board

OBJECT OF THE GAME

Be the first player to reach FINISH on the Game Board by correctly guessing mystery topics through a series of clues.

SET UP

1. Place the Game Board and Clue Board between all players so that the two Boards create a question mark.
2. Each player chooses a Playing Piece and places it at START on the Game Board.
3. Place all of the Guessing Chips along the edges of the Clue Board.
4. Shuffle the 20 Questions Cards and place them face down in a deck in the space provided on the Game Board.



20 QUESTIONS CARDS

- **PEOPLE:** People may be alive or dead, any gender, real or fictional. Animals with personalities, such as Hello Kitty, and cartoons, such as Tigger, are in the PEOPLE category. This category also includes groups of people, such as the cast of *Glee* or the band BTS. Occupations appear in this category as well.
- **PLACES:** Geographic locations such as oceans, countries, rivers and planets are in the PLACES category, along with man made and natural places.
- **THINGS:** Objects that are not alive, items that do not belong in the other categories and concepts, such as gravity, are THINGS. This category also includes animals, holidays and literature.

HOW TO PLAY

1. The youngest player begins the game by selecting a Card from the top of the deck and saying, "I am a _____ (*Person, Place or Thing*)" as shown at the top of the Card. This player becomes that topic for this round and is known as the Reader. The Reader should not show the Card to any other player.
2. Each Card has clues numbered 1 through 20. The player to the Reader's left (*the Guesser*) selects a number between 1 and 20, then covers that number on the Clue Board with a Purple Guessing Chip. The Reader reads the clue with the same number that the Guesser chose. All the clues that the Reader reads in this round are from the same Card and pertain to the same Person, Place or Thing.

3. After listening to the clue, the Guesser has 10 seconds to guess the Reader's identity.
4. If the Guesser guesses correctly, the Guesser and the Reader determine their scores and move their Playing Pieces accordingly on the Game Board. The current round is over, all Guessing Chips are removed from the Clue Board, and the player to the Reader's right becomes the new Reader. If the Guesser guesses incorrectly, play continues clockwise with the player to the Guesser's left becoming the new Guesser, choosing a number, covering it on the Board, listening to a clue and guessing. Play continues until a Guesser correctly guesses the Reader's identity. At any time, players may request that the Reader reread all of the previously chosen clues. There is no penalty for incorrect guesses.

SCORING

Each 20 Questions Card has a value of 20 points. All 20 points are divided between the Reader and the correct Guesser. The Reader receives 1 point (*moves forward 1 space*) for each number that is covered with a Guessing Chip. The Guesser receives 1 point (*moves forward 1 space*) for each number that is not covered.

EXAMPLE: If the Guesser correctly guesses the Reader's identity after 16 clues, the Guesser moves ahead 4 spaces, and the Reader moves ahead 16 spaces. If the Reader reads all 20 clues and no player guesses correctly, the Reader moves ahead 20 spaces, and the current round is over. A new round begins, and the player on the Reader's right becomes the next Reader.

SPECIAL INSTRUCTIONS ON CARDS

In addition to clues, some Cards contain special instructions.

- **Take a "One Free Guess Anytime" Chip:** The Guesser guesses immediately without receiving another clue, and then takes a Free Guess Chip if one is available. Players who have collected these Chips may play them before the start of another player's turn, and 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 Clue Board.
- **Lose a Turn:** Play passes immediately to the next player and current player may not guess the topic.
- **Move Ahead and Move Back:** The Guesser moves the number of spaces mentioned on the Card, then guesses without hearing another clue. No player may be moved back from Start.