I KNOW IT ALL!

Age: 10-99
Players: 2-4
Duration: 30 minutes
A game by:
Dave De Vega

Contents: 1 deck of 60 knowledge cards; 4 plus tokens; 1 spinner; 4 boards; 1 scoreboard; 1 hourglass; 4 dry-erase markers; Rules

This game puts players' knowledge to the test, while taking into account each of their inclinations. The goal is to find four characteristics to describe a topic. The topics are divided into seven categories of knowledge, each represented by a symbol and a colour (see legend on back). Which do you feel most expert in?

How to play

Shuffle the deck of knowledge cards and place it face down in the centre of the table. Each player takes a marker pen, a board and a plus token (Where? How? When? and Why?) of the same colour. Place the hourglass, the spinner and the scoreboard within reach of everybody. The youngest player starts by spinning the spinner and drawing a knowledge card, showing it to everyone. They then turn over the hourglass. At this point, all players must write down on their whiteboard a maximum of four attributes, qualities, characteristics or other information which identifies the topic on the knowledge card corresponding to the symbol which the spinner landed on. When the time is up, all players stop and add up the points. When the spinner lands on the smiley face, the player whose turn it is can choose the category. The game continues in the same manner with another hand (the turn moves clockwise). The first player to 30 points wins (you can increase or decrease this for longer or shorter games).

Scoring

Each player earns one point for each attribute identified. If the attribute is original – in other words no other player has written it down – it is worth three points.

Scores can also be doubled: once the spinner has stopped, but before the knowledge card is drawn, each player can choose to play their plus token, specifying one of the four question words "Where? How? When? Why?".

The player(s) playing the plus token on a turn score double for each attribute which answers the stated question word. Plus tokens cannot be played when the spinner lands on the smiley face. If there is any disagreement about the correctness of an attribute written down by one of the players, this is to be determined by a majority vote by all players.

Attributes

These can be expressed in the form of **nouns**, **verbs**, **descriptive adjectives**, and more explicit descriptions. Here are some examples.

TOPIC: GOLDEN EAGLE
BIRD (noun) - PREDATORY (adjective) - SOARS (verb) - PREYS ON SMALL MAMMALS - NESTS IN MOUNTAINOUS AREAS (useful for the "Where?" card) …

TOPIC: NAPOLEON BONAPARTE
POLITICIAN (noun) - GENERAL (noun) - AUTHOR OF APHORISMS - BORN IN CORSICA (useful for the "Where?" card) … - LIVED BETWEEN THE 18th AND 19th CENTURIES (useful for the "When?" card) …

ANTHROPOLOGICAL CATEGORY	LINGUISTIC/ LITERARY CATEGORY	MUSICAL CATEGORY	BODY CATEGORY	VISUAL/SPATIAL CATEGORY	LOGICAL/ MATHEMATICAL CATEGORY	NATURALISTIC AND TECHNOLOGICAL CATEGORY

Note: the boards should be cleaned with a damp cloth after use.