



## RULES OF PLAY

Quiz Night is designed to be played by two to six teams, and each team should be roughly the same size. There must be a quiz master to host the quiz and keep score. Each team needs an answer sheet and a joker card. Once decided on a team name they must write this at the top of their answer sheet and on the scoreboard using the chalk provided. The quiz master can play as many rounds as they wish, one question card equals one round. We recommend 10 rounds per Quiz Night, giving players a total of 100 questions to answer. Visit [talkingtables.co.uk](http://talkingtables.co.uk) for printables of bonus questions on current topical rounds and extra answer sheets.

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## SCORING

After each round, the quiz master will read out the answers from the back of the card and teams swap papers and mark each other's answers.

Each correct answer equals one point therefore the maximum score for each round is 10 points. Total scores for the round are written on the scoreboard.

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## JOKER CARDS

The joker card gives teams the chance to double their points in their strongest round. Each team has the opportunity to play their joker card once during the game, and any number of teams can play their joker card in the same round. Teams intending to play their joker card must announce it before the round begins and hand their card to the quiz master, who will make a note on the scoreboard that the joker card has been played. The team with the most points at the end of the game are declared the winners and awarded the winner's trophy! A tie-breaker question can be used if two teams have the same winning score.

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## INTERACT WITH YOUR HOME MEDIA DEVICE

Want to make it more interesting? Why not interact with your home media device throughout the game & discover even more facts! You could even use it to play your favourite song at the end each round!