kNOW!

The always up-to-date quiz game 🔍

works with the
Google Assistant

How to use this rule book

Before you read the Mini Game Rules, be sure to read the Basic Rules.

1. The Wifi symbol next to the mini game name tells you whether the game is played with (📶) or without (📶) the *Google Assistant*.
    -   Some mini games allow both modes. In that case, any special rules for playing with or without the *Google Assistant* will be described in the rules for that mini game.

2. You can have Professor kNOW explain each mini game's rules. Just say *"Hey Google, ask Professor kNOW for the rules of [name of mini game]."*

3. Many online questions can be changed on the fly by swapping the sought-after city, sports club, artist, etc. for another one. For example, "What's the temperature in Honolulu?" can be replaced with Cape Town, Tallahassee, or your home town. That way, you have access to thousands of additional quiz questions!

Ravensburger

✏️ Up 2 Three 📶 / 📶

All good things come in threes.

UP 2 THREE
1. Name characters from *Pirates of the Caribbean*.
2. What are the names of Prince William's children?
3. What are the tallest buildings in the Europe?
4. Name baseball players.

CREATIVITY 281

Summary:
The players have 20 seconds to write down 3 answers to the question provided. The goal is to try to choose the answers that the *Google Assistant* will respond with (📶) or that are on the printed card (📶). The more you guess correctly, the farther you move on the board. The quiz master can play and score only in the online version of this game.

Walkthrough:

1. The quiz master begins by...

> 📶 ...reading any question out loud and starting a new timer via the *Google Assistant*: "Hey Google, set a timer for 20 seconds."

> 📶 ...reading any question out loud, then starting a 20 second timer with their watch, smartphone, or by counting down.

2. While time is running, players secretly write down up to three potential answers to the question.

3. When time is up each player reads out their answers. **Note:** if using the *Google Assistant* to be the timer, just say: "Hey Google, stop" to stop the alarm.

4. Then the quiz master gives the solution by...

> 📶 ...reading the question to the *Google Assistant* ("Hey Google...")

> 📶 ...reading the 3 answers from the card.

5. Each player advances their pawn by **1 space** for each matching answer they gave.

Note: The *Google Assistant* will give you the current most common responses from the internet. The number of answers may vary, but only the first 3 answers are valid. If there is a list of responses displayed on screen, or the response is a web article, only the 3 first answers listed there are valid.

✏️ Great Question 📶

Question this answer!

GREAT QUESTION!
1. Casablanca
2. Detective
3. James Bond
4. Bob Dylan
5. Ink
6. France
7. Green
8. Moon

CREATIVITY 349

Summary:
The quiz master selects one of the words or phrases on the drawn quiz card and reads it out loud: for example, *"Rome."* The goal is to ask the *Google Assistant* to say that word or phrase when answering a question. For example, using "Rome" a question might be, "What is the capital of Italy?" If you succeed, move your pawn 1 space. The quiz master can play and score in this mini game.

Walkthrough:

1. The quiz master selects one of the words or phrases on the drawn quiz card and reads it out loud.

2. Players write down the question they wish to ask the *Google Assistant* to get it to say the word or phrase in the question you ask. **Note:** You cannot use the word or phrase in the question you ask.

3. Each player, starting with the player to the left of the quiz master, asks the *Google Assistant* their question. Remember to start the question with "Hey Google..."

4. After each question is asked...

    • If the quiz phrase is contained in the response, the player moves their pawn **1 space** on the game board.

    • If the phrase is not contained in the response, or the *Google Assistant* does not answer the question, the player does not advance.

Note: Duplicate questions are allowed: if several players ask variations of the same question and get the quiz phrase required, they each move **1 space**.
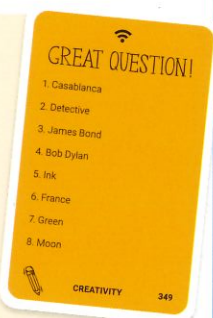
🔊 Humming it Up 📶

Cogito, ergo hum

HUMMING IT UP

Summary:
The quiz master picks a song from the card and attempts to hum it or use any other non-word sounds to vocalize the song. If another player thinks they know the song, they can buzz in and guess. If they guess correctly, the player moves 2 spaces and the quiz master 1 space. If they guess wrong, everyone else gets to move 1 space. The quiz master can play and score in this mini game.

Walkthrough:

1. The quiz master selects a song from the quiz card.

2. The quiz master hums (or vocalizes without words) that song for the players. They have to guess the song title.

3. The player who thinks they know the song title presses the buzzer and calls out the title.

4. If correct, the player advances his pawn **2 spaces** and the quiz master advances his pawn **1 space**. If the player guesses wrong, all other players (except the player who guessed and the quiz master) advance **1 space**.

Notes:

• Most songs list the artist and/or release date. The quiz master can help by giving this information to the players.

• Nobody wants to buzz in? In that case, the quiz master tries another song on the card.

🔊 Sound by Sound 📶

A sound quiz for keen listeners.

SOUND BY SOUND

Summary:
The quiz master asks the *Google Assistant* to ask Professor kNOW to play a Sound by Sound task. The players will then hear a sound. If a player thinks they know what the sound is, they can buzz in and guess. If they guess correctly, the player moves 2 spaces. If they guess wrong, everyone else gets to move 1 space. The quizmaster can play and score in this mini game.

Walkthrough:

1. The quiz master says: "Hey Google, ask Professor kNOW for a Sound by Sound task."

2. Professor kNOW will play a sound. Players must guess who or what makes that sound.

3. The player who thinks they recognize the sound presses the buzzer and calls out their answer.

4. A few seconds later, Professor kNOW will tell you the correct answer.

5. If correct, the player advances his pawn **2 spaces**. If the player guesses wrong, all other players and the quiz master advance **1 space**.

Notes:

• You can ask the *Google Assistant*: "Hey Google, ask Professor kNOW to repeat that."

• Nobody wants to buzz in? In that case, the quiz master asks for another Sound by Sound task.
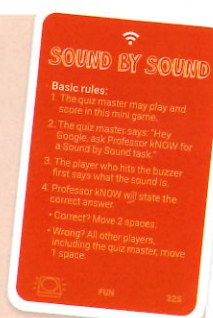
📝 Guesswork 🛜 / 🛜

Victory by gut feeling.

Summary:

The quiz master selects a question and reads it. The players then make their best guess by writing down their answer. Answers are always listed as numbers or dates. The player whose answer is the closest value (either higher or lower) to the actual response is considered the winner and may move 1 space. The quiz master can play and score only in the online version of this game.

Walkthrough:

1. The quiz master selects one of the questions on the quiz card and reads it out loud.

2. Players secretly write down their best guess.

3. Once every player has written down their guess, they read it out loud, one by one. Duplicate answers are allowed.

4. Then the quiz master gives the solution by...

🛜 ...reading the question to the *Google Assistant* ("Hey Google...")	🛜 ...reading the correct answer from the card.

5. The player who is closest to the correct answer (above or below) advances **1 space**. If you play with **5 or 6 players**, the second place player (the player next closest to the solution) may also move **1 space**. If multiple players are tied, they all advance **1 space**.
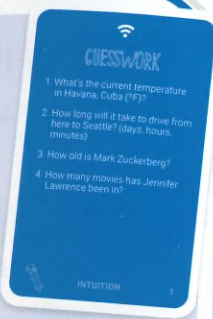
📝 Top Hits 🛜

Who can generate the most hits?

Summary:

The quiz master asks the *Google Assistant* to ask Professor kNOW for a Top Hits task. The players will be given a word. The players then need to write down a new word or word combination using the original word. The goal is to see whose new word or combination will score the highest number of internet search results.
**Example:** The given word is "tree." Players can create "Christmas Tree" or "Treehouse" or even "Entrée." The player whose word has the most internet hits moves 1 space. The quiz master can play and score in this mini game.

Walkthrough:

1. The quiz master asks: "Hey Google, ask Professor kNOW for a Top Hits task."

2. The players receive a random word and use it to form a new one by adding another word or letter sequence.

3. The players secretly write down their word.

4. When everyone is finished, each player asks for the number of search result hits for their word combination. "Hey Google, ask Professor kNOW for the number of hits for [new phrase]."

5. The player with the most hits advances **1 space**. If multiple players are tied for the most hits (e.g. because they formed the same word combination), those players all advance **1 space**.

Notes:

- Alternate forms of words are not allowed. For example, changing "run" to "runner" or "running."
- Tense changes are not allowed. For example, "break" to "broken."
- You can ask the *Google Assistant*: "Hey Google, ask Professor kNOW to repeat that."
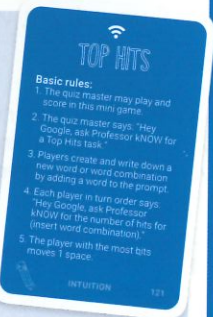
📟 Tripped Up 🛜 / 🛜

Let's tongue twist!

Summary:

The players are given a tongue twister. If a player thinks they can say it three times in row without fail, they hit the buzzer. If they succeed, they move their pawn 2 spaces. If they fail, the other players get to move their pawns 1 space. The quiz master can play and score only in the online version of this game.

Walkthrough:

1. The quiz master...

🛜 ... asks the *Google Assistant* to speak a random tongue twister: "Hey Google, give me a tongue twister."	🛜 ... reads a tongue twister from the drawn card.

2. Whoever believes they can say the tongue twister **3 times in a row** without making a mistake presses the buzzer and tries to do it.

3. If the player succeeded, they move their pawn **2 spaces** on the game board. If they fail, all other players advance **1 space**.

Notes:

- Nobody wants to buzz in? In that case, the quiz master continues with another tongue twister.
- For the on-line game, you can say just the first 2 sentences 3 times.
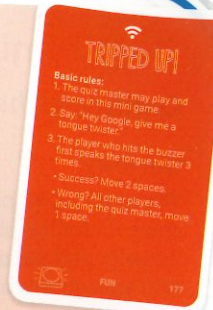
📟 Phrase-finder 🛜 / 🛜

No half measures!

Summary:

The goal of this game is to be the first player to buzz in and finish the missing part of a famous phrase or saying provided by either the quiz master or Professor kNOW. Sometimes the first part is missing and other times it's the last part. If the player is correct, they advance their pawn 2 spaces. If the player is wrong, everyone else advances their pawns 1 space. The quiz master can play and score only in the online version of this mini game.

Walkthrough:

1. The quiz master begins by...

🛜 ...asking: "Hey Google, ask Professor kNOW for a Phrase-finder task."	🛜 ...selecting a turn of phrase from the drawn quiz card and reading the top part out loud. Do not read the second line. That's the answer the players need to provide.

2. The player who hits the buzzer first attempts to say the missing part or the full turn of phrase. Remember, you might have to say either the beginning or the end of the phrase.

3. Next...

🛜 After a few seconds, Professor kNOW will say the complete turn of phrase.	🛜 The quiz master reads the correct answer as printed on the card.

4. If correct, the player advances his pawn **2 spaces**. If the player guesses wrong, all other players advance their pawns **1 space**.

Notes:

- Nobody wants to buzz in? The quiz master may move on to another phrase.
- You can ask the *Google Assistant*: "Hey Google, ask Professor kNOW to repeat that."

Ravensburger

## ✏️ kNOW It All 📶

Is it A? Or B? Maybe it's C?

Summary:

Professor kNOW provides the players with a question and gives them three possible answers. The players write down the answer they think is correct. Then they wait for Professor kNOW to tell them the correct answer. Players who guess correctly move 1 space. The quiz master can play and score in this mini game.

Walkthrough:

1. The quiz master says: "Hey Google, ask Professor kNOW for a kNOW It All task."

2. Professor kNOW will read a question and 3 possible answers. Only one answer is correct.

3. Each player secretly writes down the letter of the correct answer (A, B, or C).

4. A few seconds later, Professor kNOW will tell you the solution.

5. Each player who guessed correctly advances **1 space**.

Note: You can ask the *Google Assistant:* "Hey Google, ask Professor kNOW to repeat that."
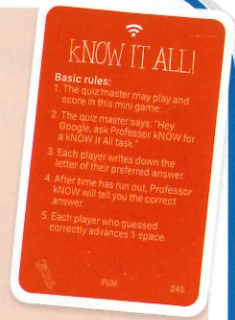
📟 Quick on the Draw 📶 / 📵

Guess, buzz, win!

Summary:

The quiz master reads a question and the first player who knows the answer hits the buzzer. Either the *Google Assistant* will reveal the answer, or the quiz master will read it from the card. If the player is correct, they move 2 spaces. If they guess wrong, everyone else gets to move 1 space. The quiz master cannot play in either version of this mini game.

Walkthrough:

1. The quiz master reads any question from the drawn quiz card.

2. The first player who has an answer presses the buzzer and gives their solution.

3. Then the quiz master gives the solution by...

📶 ...reading the question to the *Google Assistant* beginning with: "Hey Google..."	📵 ...reading the correct answer from the card.

4. If the player who buzzed in has the correct answer, they advance **2 spaces**. If the answer is wrong, everyone else advances **1 space**.

Notes:

- **Quiz Master Scoring Rule:** The quiz master only advances a space if the player had the wrong answer in the online version 📶 of the game.
- **Nobody buzzes?** The quiz master continues with another question.
- **Online-game for two players:** Instead of buzzing, write down your answer. Each player who has the correct answer moves **1 space**.