

Game Rules

Concept: This new version of the award winning game has added strategy and memory jogging with pictures and clue cards that will have everyone thinking on their feet and giggling! Age 6+; 2-4 players.

Aim: Be the first to have 5 cards, 1 from each colour, plus 10 laurels.

Contains: Gameboard, 200 questions cards, 2 die, 52 picture cards, 8 tokens of 4 colours, 52 laurel cards, 12 clue cards.

How to play:

Preparation: Every player gets 2 tokens of the same colour, one to place in the space START; the second serves as a right to speak (RS) token. b) 3 clue cards (for Yes, No, Maybe). Each person rolls the dice. Highest total starts.

GAME I: FUNNY PICTURES

(Everyone is dealt 5 picture cards; no clue cards or RS tokens)

Step 1: Throw the dice to choose a space on the board by adding or subtracting. The person to the left of the player serves the role of the judge. The player picks a question card according to the colour of the square on which he/she lands.

The judge reads the question card and all players, except the judge, put the picture card that best matches the question, face down. Then, the picture cards are shuffled.

Step 2: The judge turns up the cards and decides which one best matches the question, and explains the decision. The player whose picture card is picked wins a laurel. This player also has the chance to win a second laurel if the player can give a different explanation in 10 seconds.

Step 3: Next; it is the turn of the other players to explain their picture card and tell their story to win each a laurel for their explanation (same time limit).

At the end of the round, the used picture cards are returned to the bottom of the picture card deck and each player will be dealt a picture card to replace the used one.

End of Game: Game continues clockwise with the

next player to throw dice. Repeat steps 1-3 until a player wins 5 question cards, one from each category and 10 laurels.

GAME II: PLAY WISE! Advanced level with strategy

(No picture cards in this game)

Step 1: Roll the dice, and move forward to land your pawn on a square. The judge picks the question card according to the colour of the square, then reads the question aloud. There are 2 possibilities:

- If the question card is Red, Green, Blue or Yellow the players (excluding the judge) must quickly lay down a “Yes”, “No” or “Depends”clue cards face down and place their (RS) token on the board.
- If the colour is grey (category Varia), no clue cards are used since the Grey cards are open ended questions that are not to be answered by Yes or No.) Go to **Step 5**.

Step 2: Now, the judge rereads the question, the player reveals the clue cards and has 15 seconds to answer the question and give a reason. He or she will be rewarded a laurel and the card at the end of the round.

Sep 3: Next, it is the turn of the other players to reveal their clue cards. But beware! Only those with different clue cards can answer. The first one to put his/her RS token goes first. If the player succeeds in giving an answer in 10 seconds, he/she wins a laurel. If not, the player loses a laurel.

Step 4: Finally, when all players have a say, the judge throws one die to identify who can win an extra laurel if a different answer can be added. This is a chance for those who didn't get any laurels to earn one.

Step 5:

There is not a Yes/No answer for grey cards. So, everybody, except the judge, must quickly put out their RS token on the board.

The first one to put an RS token answers the question. If the player succeeds in giving an answer in 10 seconds, he/she wins the a laurel. If not they lose a laurel.

Only the player who lands the pawn on the square has the chance to win the question card if he can convince the judge by answering the question with a reason.

End of Game: Game continues clockwise. The next player throws the dice. Repeat steps 1-5, until a player wins 5 question cards, one from each category and 10 laurels.

Option: Have an independent judge instead of a rotating judge. Make teams and adapt the rules with younger players.

Penalty: 2 laurels for interrupting.

Special Spaces: Arrow: Start (after starting the game, pick a laurel and throw again). Sigma (Σ) (Greek letter S for Sophia (Wisdom) Choose category).

GAME III, EPIGRAM: PLAYWISE: WRITE & SPEAK!

(no judge)

Play the game with paper and pencil:

First player writes down an answer in 1 minute keeping it secret. Everyone in turn clockwise gives a different answer.

Then the first player reveals his/her answer by reading it aloud. The answers which are the same as the first player's are eliminated. All other answers even if they adopt the same position, but are different in kind, win a laurel.

Bonus optional: Players express their preference for the best answer (funny or unique) without voting on their answer. One laurel is awarded.

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The Game of Wisdom is trade marked since 1987.



How to Play

1. Throw the dice, then adding or subtracting the number of dots to determine where to move the token to on the game board.



2. The player moves the token forward to land it on the square of the game board.



2. The judge picks the question card according to the colour of the square. Read the question aloud.



3. Players put the clue cards facing down. The judge reads the question again. The player must reveal his/her clue card and answer the question with a reason. The player will be rewarded a laurel and the question card at the end of the round.



4. Next, it is the turn of the other players to reveal their clue cards. But beware! Only different clue cards from the first player's can give answer. If the player succeeds he/she wins a laurel. If not, the player loses a laurel.