

Weird and Wonderful My friends and their quirks

*The addictively good party game by Jörg Domberger
for 3–8 players aged 14 or over
Piatnik game no. 667268*

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Do you look in the fridge when you're bored without taking anything out? Do you automatically count the number of steps when climbing stairs? You're not the only one. But who knows the other players' quirks the best? Does Joe really celebrate his hamster's birthday? And does Hannah truly find buttons disgusting? Guess correctly on as many possible quirks as you can for the most points. But don't take too many risks, or those points will soon disappear.

Revelations, surprises and wonderfully weird stories about everyday quirks are guaranteed in this gripping party game.

Contents

165 cards with quirks



16 yes/no chips in 8 different colours (1 ✓ and 1 ✗ chip per colour)



7 guessing chips with ✓ and ✗ on the front and back



1 game manual

You will also need a pencil and paper

Aim of the game

The aim is to score the most points by correctly guessing whether or not the other players have certain quirks.

Preparation

- Shuffle the cards well and place them in a pile face-down in the centre of the table.
- Each of you takes the two chips in a given colour.
- Whoever has the biggest quirk gets to guess the others' quirks first = *guesser*. That player also takes guessing chips, 1 chip less than the number of people taking part in the game. For example, if five people are playing, the player takes 4 chips.
- Have a pencil and paper ready to record points.

Rules

The person whose turn it is to guess takes two cards from the pile, chooses one and reads out the quirk. The second card is placed face-down on a separate discard pile.

All other players then

- place their ✓ chip face-down in front of them if **they have** the quirk,
- or place their ✗ chip face-down in front of them if they do **NOT** have the quirk.

Once all players have put down their one of their chips, the guesser must guess yes or no to the quirk **for at least one other player**. They do this by placing one of the 7 guessing chips with either the ✓ or the ✗ side up in front of the player in question. To score at many points as possible, you can use multiple guessing chips – but only one per person!

Once the guesser has made all the guesses they want to, the answers are revealed and the guesses scored.

A player with no guessing chip in front of them is finished for that round and can prepare for the next round.

All players with a guessing chip in front of them turn over their yes/no chip in turn and compare the symbol with the symbol on the guessing chip.

- **Match:** If the two symbols match, the guesser and the player in question **each get one point**.
- **No match:** If the two symbols do not match, neither the guesser nor the player in question gets any points. The guesser also **loses all the points** they have scored in that round.

- **Bonus points:** If the guesser has **made guesses for all other players and all the guesses are correct**, the guesser gets **double the points**. Each of the other players gets one point as above.

The points are noted down. The card is placed face-down on the discard pile. Play then passes to the player to the guesser's left, and the next player takes the 7 guessing chips and starts from the beginning again.

The end of the game

The game ends when everyone has had two turns as guesser. The player with the highest total score wins. If there is a tie, there are joint winners.

Example of scoring for 6 people:



It is Alia's turn to guess. She reads out the chosen quirk and waits until everyone has placed their yes/no chips face-down in front of them. As she reckons she knows the other five players very well, she takes a risk: she places a guessing chip with what she thinks is the right symbol in front of each player. The other players now each turn over their yes/no chips in turn and compare them with the guessing chips. Alia has got all her guesses right! She has secured a points bonus. In this round, she scores 10 (5x2). Each of the other players gets one point.

*If you have any questions or suggestions about "Weird and Wonderful", please contact us at:
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