

eventsplaybook



HOW TO PLAY EVENTS

THE MAIN OBJECT OF THE GAME is to correctly identify selected historic events and happenings, and score the most points by using the fewest clues. In your turn as Historian, you select the event and give the clues. In other rounds of play, you score by identifying the events selected by your fellow players. Ten clues give you ten chances to identify each event. The sooner you correctly name the event, the more points you score — and the fewer points the Historian scores.

EQUIPMENT AND SETUP

Events equipment includes a large, colorful World Map, a transparent Locale Indicator, a pad of Record Sheets, and the Events Playbook.

The WORLD MAP serves as a playing board, and is placed on a table or spread on the floor for easy viewing by all players. The LOCALE INDICATOR is placed with the map for use by the Historian in giving clues 1 and 5. When it is positioned on the map as part of Clue 1, the entire Indicator establishes the general locale in which the Historian's event occurred; and one or more of its four sections—marked A, B, C and D—establishes the specific locale to be announced later as Clue 5.

RECORD SHEETS are distributed to all players for the recording of clues and identifications for each event, and the scoring of each round. Four rounds of game play are recorded and scored on each sheet, front and back. When four play, each player uses one sheet; when five to eight participate, each player uses two sheets. All players keep notations secret by folding their sheets in half.

This PLAYBOOK, containing a handy Reference Section listing over 300 historic events and happenings, is given to the game's Historian at the start of each round.

Players choose an Historian for the first round by lot or coin-flip, and the game play begins.

GAME PLAY

THE FIRST ROUND of game play consists of the following, in order:

Each player selects one of the blank playing grids on his Record Sheet and records the round's number (1) in the space provided on the upper right of the grid.

Historian secretly chooses his event — from the Reference Section of the Playbook or from his own memory — keeping in mind the following rules:

- The event must be historic, not legendary or fictional.
- The event may be from any period in history, but may not *span* a period in history. For example, a player may not choose a war as his event; he may, however, choose the *beginning* or the *end* (or a specific battle) of a war as his event.
- The event must be familiar enough to the Historian to enable him to give informative and accurate clues in response to the players' questions.

After recording the name of his event at the top of the left hand column on his Record Sheet, the Historian provides the players with ten clues to the event's identity.

As each clue is given, the Historian and each of the players record the information in the proper space of the left column on their Record Sheets. Players are then allowed

approximately one minute to guess the identity of the event and write it on their Record Sheets.

CLUE 1: General Locale and Category Clue

Historian places the Locale Indicator on the map so it covers the *general location* of his event. The *specific location* of the event will be revealed in Clue 5, but must appear within one, two or possibly three of the sections (A, B, C or D) at this time as the Indicator *may not be moved* or repositioned later in the round.

Historian then tells players that his event belongs to one of the following categories:

Athletic/Recreational (A/R)

Political/Military (P/M)

Cultural/Religious (C/R)

Scientific/Technological (S/T)

Exploration/Discovery (E/D)

Social/Economic (S/E)

Natural/or Miscellaneous (N/M)

A number of events may easily fit into more than one of the suggested categories; the Historian chooses the most appropriate category.

Players and Historian record the announced category on their Record Sheets in the space for Clue 1 (left column).

Players are given approximately one minute to secretly guess the name of the event. Each player records his guess in the answer space across from Clue 1, or draws a line through that space.

During the round, players may record the name of a different event for each clue, but may not erase a previous guess or change it.

CLUE 2: Question and Answer Clue

Player to Historian's left asks a question about the event which can be answered with a 'yes' or 'no' by the Historian.

Historian gives his 'yes' or 'no' answer, and information thus gained is recorded as Clue 2 by all players. Each player then makes another attempt to identify the event and records his guess in the second answer space, or draws a line through that space.

The Historian must answer each question to the best of his ability. If he is unable to give a player an accurate answer, he must allow that player to ask another question.

CLUE 3: Date Clue

Historian gives the 'when' clue for his event. If the date of the event is *before 1800*, he need only give the *century* and indicate whether it is B.C. or A.D.; if *1800 or after*, he gives the *decade* (the 1890's, the 1920's, etc.).

Players and Historian record the date of the event in the space for Clue 3, and each player then records his next guess or draws a line through the answer space.

If a player thinks he has correctly named an event early in a round, he simply continues to draw lines through his answer spaces. If he later changes his mind, he may again record a guess, providing he has not yet drawn a line through that answer space.

CLUE 4: Question and Answer Clue

Play rotates to the left, and the next player asks the Historian a question requiring a 'yes' or 'no' answer. Play continues following same procedure as for Clue 2.

CLUE 5: Specific Locale Clue

Historian refers to the Locale Indicator on the map and tells which section(s) of the Indicator—A, B, C or D—covers the specific locale in which the event occurred. The specific locale may be located in up to three of the four sections.

Players and Historian circle the appropriate letter(s) on their Record Sheets, and players examine this location on the map.

Players record another guess, or draw a line through the answer space on their sheets.

CLUE 6: Question and Answer Clue

Next player asks the Historian a question and play proceeds in same manner as Clue 2.

CLUE 7: Sub-Category Clue

Historian's *sub-category clue* gives players precise information about the *type* of event they are attempting to identify. For example: If his event is the '*Completion of the First Transcontinental Railway in the U.S.*,' and Clue 1 had been 'Scientific/Technological,' the Historian's sub-category clue might be '*Transportation.*'

Players each record another guess, or draw a line through their answer spaces.

CLUE 8: Question and Answer Clue

Same procedure as for Clue 2 is followed, with the next player asking the Historian a question.

CLUE 9: Telltale Clue

Historian gives the *telltale clue*—a very revealing clue. For example: If his event is the '*Allied Invasion of France in World War II*,' the telltale clue might be '*General Eisenhower was a key leader in this event.*'

Each player records another guess or draws a line through his answer space.

CLUE 10: Question and Answer Clue

Next player asks the Historian a question following same procedure as for Clue 2—and players have final chance to identify the event.

Historian now reveals the identity of his event and scores are tallied for the round (see *Scoring*).

SUCCEEDING ROUNDS: After all scoring and discussion concerning the round of game play is over, the Locale Indicator and Playbook are given to the player on the Historian's left. The next round begins and this player becomes the Historian.

SCORING

At the end of the round, the Historian reveals the correct identity of the event and players check their Record Sheets. Players who have succeeded in correctly identifying the event score the points indicated for the Clue No. used in making the identification. For example: A player identifying the event on the 1st clue would receive 100 points; player using the 3rd clue would score 80 points; the 8th clue, 30 points; etc.

After all scores for the round have been recorded, each player announces his score to the group. Based on the highest score announced by any player, the Historian determines his score using the table below:

Highest Player Score	100	90	80	70	60	50	40	30	20	10	0
Historian's Score	0	10	20	30	40	50	60	70	80	90	100

Historian locates *highest player score* announced for round on top row of table and checks points indicated in row below for his score.

Penalty Points: If none of the players correctly named the event for the round, and the majority of the players agree that the Historian gave inaccurate or misleading clues, the Historian is penalized -100 points (and does not use the scoring table).

ENDING THE GAME

The game ends when each player has completed his turn as Historian, and the player with the highest total score is the winner!

TABLE RULES

After becoming familiar with the basic setup and game play, EVENTS players may wish to tailor the game to suit the interests or knowledge of their group by establishing their own Table Rules. These special rules—which players agree to before game play begins—are limited only by the interests and imagination of the players.

Here are just a few suggestions . . .

- A History Buffs' version of the game might employ table rules allowing events from just a single period in history—ancient, medieval or modern. Or rules requiring exact dates (Clue 3) rather than centuries or decades. Even perhaps restricting the events to a particular country or continent.
- A Single Category game might cater to the special interests of the players—such as music, art, science, sports, etc.
- Current Events enthusiasts might limit the game to current happenings, setting their own limitations on the span of years involved.
- Less serious Events buffs might enjoy playing a Famous Firsts version of the game which could include more 'popular' subjects and happenings.
- Any number of variations may be employed by using other maps available to the players—such as large state maps, regional maps, maps of the United States, etc.