

HOW TO PLAY FACTS IN FIVE

OBJECT OF THE GAME is for each player to fill in as many of his twenty-five Playcard blanks as possible in five minutes with words or phrases that agree with five pre-selected Class/Categories and initial letters. The standard game consists of five, five-minute rounds.

Number of players: 1 to 5

SETUP

Storage tray is placed in center of table. Timer is inserted upright in holder and Class Cards are shuffled and returned to the tray. If five or more are playing, a Director should be elected to oversee the general progress of the game. He appoints two assistants—one to draw the letter tiles for each round and one to handle the time and signal the start and stop times of each round. Each player receives a Playcard sheet on which he writes his name, the game and round number.

PLAY

A total of five Class Cards are drawn, one by each player. (If fewer than five play, some players will draw more than one card. If more than five play, players not drawing for first round will begin drawing for second round.) Each player selects and announces a Class of subject matter from his card, and if a Category is included on the card, has the option of selecting one Category within that Class. (Only one selection may be made from a card; a player with more than one card must select a Class/Category from each. As selections are announced, players write them in the five Class/Category blanks on their Playcards. Used Class Cards are put aside.

Five letter tiles are drawn blindly and announced; each player writes them in the "Initial Letter" column of his Playcard. If a tile marked "*" is drawn, Key Words in this row may begin with any letter of the alphabet and need not begin with the same letter. Used tiles are put aside. At this point, Playcards of all players will be identical.

The assistant turns the timer over (replacing it in holder) and each player attempts to enter a word or phrase in each of the 25 blanks on his Playcard. Each entry must agree with or fit the Class/Category at the top of that column, and its Key Word must begin with the letter at the left of the row in which it is written.

If the first word or title prefix of an entry is part of the Class or Category title, the next *main* word is to be regarded as the Key Word. For example, if "King Charles" is entered for the Class/Category of "Kings", the Key Word would be "Charles". The

same holds true for "Hotel _____," "University of _____," etc. A person's last or surname must always be regarded as the Key Word. Stage or titled names are permissible if validated. The articles "a", "an", and "the" are never Key Words. Minor variations in spelling should be allowed except in those Class/Categories where word spelling is a part of the entry requirement. *The initial letters of Key Words, however, must be correct!*

A specific entry can only be written once on the Playcard even though it may be valid in another blank.

When time has run out, the assistant immediately announces the end of the five-minute period. Each player must stop writing immediately and pass his Playcard to the player on his left for validating and scoring.

As a scorer, each player may rule that an entry is valid—or he may challenge it. The Director calls upon each scorer to read those entries which he challenges; if at least one other player recognizes or accepts the word or phrase as correct for its Class/Category and letter, the entry is valid. The scorer places a check mark by each accepted (valid) entry; an entry which is not valid is crossed out. Disputes arising out of challenged or invalidated entries are resolved by majority vote of players with the Director's vote the deciding factor in case of ties.

The scorer counts the number of valid entries in the first column and, on the first column of the Scoring Table, marks (✓) an equal number of blocks *consecutively* beginning at the top. (See Sample Scoring Illustration.) The total number of marks in that column is then multiplied by itself (squared), and the resulting number is written in the box beneath that column. This process is repeated for each of the four remaining columns.

The scorer now totals the marks for *each* horizontal row, squares the figure and enters the result in the box immediately to the right of the row.

Next, all five numbers in the boxes along the bottom of the Scoring Table are added, and the total is written in the box marked "Special Score." This score is a comparative index of the depth of a player's factual knowledge and his ability for quick recall within *specific classes* of subject matter.

All five numbers in the boxes at the right are added, and the result is written in the box marked "General Score." The General Score is a comparative index of the extent of a player's factual knowledge and his ability for quick recall *across many different and unrelated classes* of subject matter.

The Special and General Scores are added together, and the total is written in the "Total Score" box. This score is strictly a numerical value which gives a comparative index of a player's ability to complete more valid Playcard entries than any other player. Theoretically, a player could score 250 points per round; however, any score over 100 points per round is generally above

average. (A score of 50 might be considered very high with a difficult combination of letters and classes.)

After all Playcards have been scored, the Director records the points on a Master Score Card sheet under the player's name. After all scores have been recorded, each player turns his Playcard over (or takes a new one if both sides have been used) for the start of the next round.

All players begin each new round with a blank Playcard. Five Class Cards are drawn from the storage tray; five more letter tiles are drawn and the entire sequence of play is repeated. When the last round has been played, the Director adds all scores on the Master Score Card to arrive at the Grand Totals for each player. Highest Grand Total Score in each classification determines the winner for each. One player may win in all three classifications, or three different players may each win in one classification.

VARIATIONS

1. **TEAM PLAY:** Players may participate in teams instead of individually (such as men versus women, couples versus couples). All rules of standard play apply to each team as if it were an individual player.

2. **VERIFYING ENTRIES:** This game variation uses any available reference books (almanacs, dictionaries, encyclopedias, etc.) to resolve disputes arising out of challenged or invalidated entries. Entries that cannot be verified by a reference book are then subject to a majority vote in the usual manner.

3. **FORCED CATEGORIES:** This method requires that wherever an option exists all players *must* choose a Category as well as a Class from the Class Cards. This adds a degree of difficulty to the game and is recommended for advanced players.

4. **COMBINED CATEGORIES:** Two or more related Categories within one Class may be chosen to form a single combined Category to make play more difficult.

5. **SINGLE INITIAL LETTER:** In this variation, only one letter is drawn for each round. Players must then use the same initial letter for all five rows. This helps overcome the scoring advantage some experienced players may have in memorizing a single entry for certain Classes/Categories for the most popular letters. Some of the difficult letters (such as "Q" or "X") and tiles marked "*" may be removed before attempting this method.

6. **CHILDREN'S VERSION:** When children play, only the Class need be used by them even when they are competing with adults who have chosen a Category. This will help to equalize the difference in knowledge between the child and the adult.

Need more scorepads? Send \$1.75 for 2 Playcard pads or 25¢ for each Master Score Card pad to: FACTS IN FIVE, 3M Company, Box 3350, St. Paul, Minnesota 55101.