

THE BOARDGAME

REMIX KIT

TURN THE CLASSIC BOARDGAMES YOU'VE GOT
INTO NEW GAMES YOU'LL LOVE.



THE BOARDGAME

REMIX KIT

TURN THE CLASSIC BOARDGAMES YOU'VE GOT
INTO NEW GAMES YOU'LL LOVE.

by
Kevan Davis
Alex Fleetwood
Holly Gramazio
James Wallis

Illustrations and Design by Telegramme Studio



PUBLISHED BY HIDE&SEEK

Copyright © 2010 Hide and Seek Productions Ltd.
All rights reserved.

ISBN 978-0-9567603-1-9

All trademarks are the property of their respective owners and are used solely to identify the products sold under or by reference to them and no representation is given concerning as to their use. The Boardgame Remix Kit and Hide and Seek Productions Limited are not endorsed by or associated or affiliated with those products or their manufacturers. Boardgame Remix Kit



THE BOARDGAME

REMIX KIT

CONTENTS

HOW TO USE THE BOARDGAME REMIX KIT 6

What This Is	6
What To Do	7

MONOPOLY 8

Tweaks	10
<i>Inheritance</i>	10
<i>Once, Twice, Five Times a Winner</i>	10
A-Z	11
New Games	12
<i>Full Houses</i>	12
<i>Citygrid</i>	13
<i>That Reminds Me</i>	15
Mash-ups	16
<i>The Knowledge</i>	16

SCRABBLE 18

Tweaks	20
<i>Use Your Words</i>	20
<i>Foresight</i>	21
New Games	22
<i>Jostle</i>	22
<i>Them's Fightin' Words</i>	23
Mashups	25
<i>Buyoff</i>	25

CLUEDO 26

Tweaks	28
<i>Ten-Step</i>	28
<i>A Quick Little Case of Murder</i>	28

New Games	30
<i>Hunt the Lead Piping</i>	30
<i>Guess Who Done It</i>	31
<i>Zombie Mansion</i>	32
Mashups	36
<i>Doctor Orange in the Turret with the Raygun</i>	36

TRIVIAL PURSUIT

38

Tweaks	40
<i>Pass the Wedge on the Left Hand Side</i>	40
<i>Any Square Will Do</i>	40
<i>Anything Goes</i>	41
New Games	42
<i>Dadaist Pursuit</i>	42
<i>Judy Garland on the Moon with a Bassoon</i>	43
<i>Blockade!</i>	44
<i>...Is The Right Question</i>	46
<i>Slam</i>	47

GAMES WE RECOMMEND

49

Games we Recommend	49
Where do I go to find out more about boardgames?	49
What's the gaming equivalent of the Oscars?	49
I'm short of time. Just give me some recommendations!	50
<i>Games that are great if you love strategy</i>	50
<i>Games that are great for families</i>	50
<i>Games that are great if you like being creative</i>	51
<i>Games that are a bit like Cluedo</i>	51
<i>Games that are a bit like Monopoly</i>	51
<i>Games that are a bit like Scrabble</i>	51
<i>Old games that shouldn't be forgotten</i>	51

ACKNOWLEDGEMENTS

53

About Hide&Seek	54
We Wish We'd Had Time For...	55
<i>Being George Osborne</i>	55
<i>From Each According To His Needs</i>	55
<i>Property Ladder</i>	55
<i>In the Library With a Candlestick</i>	55

HOW TO USE THE BOARDGAME REMIX KIT?



WHAT THIS IS

Boardgames! They're pretty great - except when they're not. When it's Christmas Day and you find yourself playing Cluedo with a very clever seven-year-old, a slightly dim twelve-year-old, a drunken uncle, and three missing cards. When it's the fourth day of a beachside holiday and it's raining, and the pub down the road has Scrabble (which is great) but your friend knows a hundred and seven two-letter words by heart (which isn't). When your household edition of Trivial Pursuit dates from the year you were born, which means (a) the board is in three pieces, and (b) an awful lot of the questions are about Gilligan's Island, which you've never seen. Maybe you even bought a more recent copy, only to find older family members grumbling at the focus on new-fangled celebrities like Britney Spears and 'N Sync.

If this sounds familiar, the Boardgame Remix Kit is for you. It's a set of new games that you can play using the board and pieces from Monopoly, Scrabble, Cluedo and Trivial Pursuit. Some of the new games are silly; some of them are tactical; some of them ask you to think fiercely, some of them ask you to make stuff up, some of them just ask you to sit around and chat.

For each game you're likely to have lying around the house we've included a mix of tweaks, new games and mashups. A tweak is like a house rule: a little change you can make to a game you already love that perhaps makes it a bit faster, or a bit less random, or a bit sillier. A new game is what it sounds like - a totally new game that uses the pieces from a game you own, but gives you different things to do with them. A mashup is a combination of two different games - perhaps using the tiles from Scrabble on the Cluedo board, or combining Monopoly and Trivial Pursuit.

These are ideas and games that can extend the life of the boardgames you already know. Some of them let you keep playing even after you've lost so many pieces that the original game won't work. Some of them let you play on more equal terms with people who are much better or worse at a game than you are. Some of them are great for a lazy afternoon, or when you want an easier way to spend an hour - or a harder way, or just a funnier one.

We think they're all great fun, and we hope you do as well.



WHAT TO DO

So, you want to play a game. You have the Boardgame Remix Kit. You have at least one of the classic back-of-your-aunt's-cupboard board Cluedo, Monopoly, Scrabble and Trivial Pursuit. But you don't want to play that game, because you've played it too often, or you don't have time, or it always ends in tears, or you just want something different. That's where the Boardgame Remix Kit comes in.

For each tweak, new game or mashup in this book, you can see:

- * What you need to play: what games you need the pieces from, and whether you need anything extra like paper, pens, playing cards, player tokens or counting tokens.
- * What the game is like: is it silly, serious, tactical? Does it involve trivia, or words, or bartering, or something else entirely?
- * How many players you need.
- * How long the game will take. You can expect short games to run 10 to 20 minutes; medium games to run 20 to 40 minutes; and long games to run for more than 40 minutes, depending on how many people play.

Tips:

- * Small change can make excellent player tokens as there are lots of different values to identify different players (a 5p piece for one player, 20p for another, and so on).
- * You can use pretty much anything for counting tokens - paperclips, buttons, chocolate coins - as long as it's something small that you can find a pile of.

MONOPOLY



"I KNOW A GIRL WHO HATES GAMES BECAUSE WHEN SHE WAS LITTLE, HER MUM MADE HER PLAY MONOPOLY WITH HER SISTER - AND PUT IN AN EXTRA HOUSEHOLD RULE. WHENEVER EITHER OF THEM LOST A PROPERTY, THEY WERE ASSIGNED A CHORE TO DO. THE WORST BIT IS, HER MUM WOULDN'T LET THEM LOSE! SHE'D GIVE THEM MONEY FROM THE BANK TO KEEP THEM PLAYING." - RICHARD B.



Monopoly. A game in which you buy properties, act with greedy self-interest, get bored and have fights. A game which, in essence, invites you to enact the life of a city banker. Not our very favourite way to spend a leisurely afternoon...

We know that some people disagree firmly. A lot of people really love Monopoly: the entrepreneurial spirit, the bartering, the funny chance cards. But here are a couple of things which we, respectfully, suggest may be a bit... well... less than satisfactory.

1. It takes an age to play. The game doesn't really get going until all the players have got a set of properties. This can easily take a few circuits of the board to achieve, which is

120 spaces around the board, or which is on average 17 dice rolls per player, which with ooh let's say four players is 68 turns, and with a turn taking on average 85 seconds that's 5780 seconds, or one hour 36 minutes. And yes, we did make those statistics up. But don't they sound heart-sinkingly plausible?

2. It's always clear who is going to win a game of Monopoly about seventeen hours before it actually ends. Usually, this is the person in your family who always wins Monopoly. The one who bullied and cajoled you into playing. It's probably your brother. He's there, looking all pleased with himself, and you know, he's your brother and you're determined to let him enjoy the moment. But for the love of Pete, do you have to let him enjoy it for such a long time?

And yet Monopoly's dominance of family board-games is almost total. If you want a picture of the future of games, imagine a small metal miniature of a boot stamping on a human face – forever.

How did this happen? Well. On January 5, 1904, Elizabeth Magie was granted U.S. Patent 748,626 for her invention The Landlord's Game. The object of the game was to "obtain as much wealth or money as possible". Magie was trying to show that renting is good for landlords and really bad for tenants, and she thought the best way to do this was with a game.

A few different versions of The Landlord's Game appeared, until it ended up in the hands of one Clarence Darrow. He took a version of the game to the game publishers Parker Brothers, who rejected it for being "too complicated, too technical, [and it] took too long to play." Then Parker noticed how well it was already selling in Philadelphia, got back in touch with Darrow, and the rest is history.

The joyous irony is that this game was designed to teach people about the evils of capitalism – only to become one of the biggest-selling and most profitable games in history. Capitalism: One, E Magie: One. Actually, after Monopoly started selling like hot cakes Elizabeth Magie got in touch with Parker about her patents and they bought her out. Capitalism: One, E Magie: One. is perhaps the final score.



TWEAKS

INHERITANCE

A simple change that speeds up the start of the game.

- ◆ 3-6 players
- ◆ Requires: A full set of Monopoly
- ◆ Game type: Tweak
- ◆ Duration: Long
- ◆ Mood: Normal

Since it takes so long at the start of the game for anyone to get enough property to be useful, the easiest way to speed things up is to short-cut to the bit where everyone owns some stuff.

Remove Park Lane and Mayfair from the deck of property cards.

Shuffle the property cards and deal out four to each player at the start of the game.

Return the remaining property cards, including Park Lane and Mayfair, to the board in the usual way, and the proceed with the game as normal.

HINTS:

- ◆ If you want to make sure this is fair, give £200 to the player with the worst hand – the person whose properties are worth the least.
- ◆ If you want a really quick game, combine this with the tweak “Once, Twice, Five Times a Winner”.

ONCE, TWICE, FIVE TIMES A WINNER

A way to limit the duration of a game of Monopoly.

- ◆ 3-6 players
- ◆ Requires: A full set of Monopoly
- ◆ Game type: Tweak
- ◆ Duration: Medium
- ◆ Mood: Normal
- ◆ Extra tags: House Rules

The game lasts for 5 circuits round the board. Stop playing as soon as the the last player has passed GO for the fifth time and then finished their turn (this means they do get to claim their £200, and they do pay rent if they land on someone else's property). At this point, the player with the most money wins.

A-Z

A game where you have more control over where you go.

- ◆ 3-6 players
- ◆ Requires: Monopoly, a deck of playing cards (or 2 decks if more than four of you are playing)
- ◆ Game type: Tweak
- ◆ Duration: Long
- ◆ Mood: Tactical
- ◆ Extra tags: House Rules

This tweak makes the game, if anything, more strategic, more tactical and longer-lasting than regular Monopoly. Just so you know.

Each player gets a suit of cards from Ace to King and lays them out so that they - and everyone else - can see them.

The youngest player goes first, and then in age order.

Instead of rolling two dice you move by choosing a card, placing it in the middle of the Monopoly board, and moving the number on the card. An Ace is worth 1, Jack is worth 11, Queen 12, and King 13. You don't get your card back.

Once you've run out of cards, pick them all up and lay them out again.

If you go to jail, you can wait two turns as normal - or you can play your Ace to get out straight away. This works like rolling a double in normal Monopoly, not like a Get Out of Jail Free card.



NEW GAMES



FULL HOUSES

A simple poker variant with lots of scope for wild betting.

- ◆ 3-4 players
- ◆ Requires: Monopoly, A full set of property cards, lots of £500, £100, and £50 bills
- ◆ Game type: New Game
- ◆ Duration: Medium
- ◆ Mood: Silly / Tactical

Full Houses is draw poker using the property cards. It's simple, it's easier to remember what hand is best than it is in actual poker, and you get to bet with loads of money.

Each player gets £3,000 to start; for example, four £500 notes, six £100 notes, and eight £50 notes.

The dealer shuffles the property cards, then gives four cards to each player, dealing from the bottom of the pack. Remember that the name of the property is on both sides of each card, so you'll need to take your cards carefully and then conceal them to hide what you've got.

The first round of betting is based on the cards each player has been dealt. Betting starts to the dealer's left. A maximum of £500 can be bid (or raised) at any time. You can fold if you think your hand of cards is too weak to win.

After the first round of betting, the remaining players exchange up to two cards from their hand for new ones.

There is a second round of betting, and any players left in must show their cards.

There are no flushes or straights in Full Houses, so the hand order works like this:

- ◆ Single Property
- ◆ Property Pair
- ◆ Property Two Pairs
- ◆ Three of A Kind
- ◆ Four of A Kind (stations only!)

Within these categories, the most expensive wins - so two stations (worth £200 each) would beat a cheap pair (say, two orange streets), but lose to an expensive pair (for example, Park Lane and Mayfair).

The winner is the last player with money.

Tips:

- ➔ Find a full explanation of the rules of draw poker at <http://poker.about.com/od/poker101/ht/5carddraw.htm>.
- ➔ There is £15,000 worth of money in a full Monopoly set – so divvy up as much of that as you like; no need to go for the full £3000 if you don't want to.
- ➔ Did you know that the properties on a Monopoly board are mostly ranked in price order, with Old Kent Road as the cheapest, and Mayfair the most expensive? This makes it very easy to look at the board and work out how good your cards are.
- ➔ You could also play with Texas Hold'em poker rules, if you like that sort of thing.
- ➔ Feel free to make up your own special hands – maybe any four consecutive properties on the board is a straight? You should probably decide on the rules before you start playing, though.

CITYGRID

A quick solitaire game of city building.

- * 1 player
- * Requires: The property cards from Monopoly
- * Game type: New Game
- * Duration: Short
- * Mood: Tactical

In Citygrid, you're trying to build a city using the Monopoly property cards. You have to build your city in a grid that's five properties across and five properties down, placing one property at a time – but be careful! There are certain rules you must follow...



Take the deck of Monopoly property cards and remove the Orange street cards (Bow Street, Marlborough Street and Vine Street), along with any spares. You're taking out the orange cards so that there are 25 left, the right number of cards for a five by five grid – if you love orange, feel free to take out the three yellow streets, or three of any other matching colour instead.

Shuffle the remaining cards, and place the deck face-up on the table.

Draw the top card, and place it face-up on the table. You will be building your city in a 5×5 grid with this card at the centre - maybe mark it with a coin so you remember which one it is, and make sure you keep it in the middle!

Build your city by drawing one card at a time, and adding it to your grid, next to at least one card that is already in place.

Your aim is to finish the game with a city that adheres to the following rules:

- * Every street must touch another street of the same colour – you want to be able to get from one street to another, after all!
- * Every Railway card has to be in the same row or column as another Railway card, but not right next to it. Your city doesn't need a station right next to another station!
- * Each of the Electric Company and Water Works cards has to be entirely surrounded by other cards (that is, they have to be in the middle 3×3 of the grid).
- * If your finished city obeys all these rules, you win! If not, you lose – but don't fret, it's solitaire, you're supposed to lose most of the time. Shuffle the cards up and try again, you'll build that city eventually.

Tips:

- * Remember you want the city to be perfect when it's finished - it's okay to play, for example, two yellow cards that aren't right next to each other in the middle of the game, as long as you fill in the gap with the final yellow card by the end.

THAT REMINDS ME

A family storytelling game.

- ◆ 3 – 12 players
- ◆ Requires: A Monopoly board and two Monopoly tokens (for example, the boot and the car)
- ◆ Game type: New Game
- ◆ Duration: Medium
- ◆ Mood: Chatty

That Reminds Me is a family game in which you tell true stories that the other players haven't heard. You'll need to know each other pretty well to play it. It's not very competitive – it's really designed as something nice to do after lunch, to pass a gentle hour or so.

Divide into two teams, and pick a token for each team. Put these on the Old Kent Road – the first property on the board.

Move around the board by rolling one dice. You only move on the property squares (including the stations and the Electric Company / Water Works squares), so a roll of 5 would take you round to Pentonville Road.

When you land on a square, you can confer within your team, recalling a true story that happened to you that relates to the text on that property. So if one of you once fell over on Pentonville Road, that's great – but if you didn't, well maybe you have an Aunt Vi, or you remember a story that has to do with a pen that someone gave you.

You get a point from every member of the opposing team who hadn't heard that story before.

If you make up a story and get caught out, you lose half your points.

Keep playing until both teams have gone around the board once. The team with the most points at the end of the game wins.



MASH UPS

THE KNOWLEDGE

Trivia meets travel.

- ◆ 2 – 6 players (although you can play in teams with any number)
- ◆ Requires: A full Monopoly set, the questions from Trivial Pursuit
- ◆ Game type: New Game
- ◆ Duration: Long
- ◆ Mood: Tactical

In The Knowledge, you're all London cabbies taking imaginary passengers to places on the Monopoly board. You can only move around the board by answering Trivial Pursuit questions.

Take the deck of property cards and remove the station cards and the spares. Shuffle the remaining cards and deal three cards to each player from the bottom of the deck. Put what's left in the middle of the board, face up.

Lay your three property cards out in front of you so everyone can see them. These are your fares – the destinations your passengers need to reach.

Once each of you has three cards, each player chooses a token and places it on whichever station or corner they like.

The youngest player starts and then play follows to their left as normal.



MOVING AROUND

Roll 2 dice. You can move any number of squares up to the total shown. You can travel to any of your fares in any order.

When you land on a property, you have to answer a Trivial Pursuit question correctly to get another go and continue your journey. The colour of the property determines the colour of the question you must answer:

- * BROWN: Old Kent Rd / Whitechapel Road = Arts and Literature
- * PINK: Pall Mall / Whitehall / Northumberland Avenue = Entertainment
- * ORANGE: Vine St / Marlborough St / Bow St = Sport & Leisure
- * YELLOW: Piccadilly / Coventry St / Piccadilly = History
- * GREEN: Bond St / Oxford St / Regent St = Science & Nature
- * BLUE: Mayfair / Park Lane = Geography

- * GREY / LIGHT BLUE: Angel Islington / Euston Road / Pentonville Road = answer from a category of your choice
- * RED: Strand / Fleet St / Trafalgar Sq = answer from a category chosen by the player to your left

➡ MAKING MONEY

You earn money by taking your fares to their desired property. When you reach the property, you earn money: the amount shown as RENT on the property card.

You might get a tip as well! Answer a bonus question for the square you're on – if you get it right, you earn an extra £10.

➡ PICKING UP FARES

You can pick up one new property card – a new fare, with a new destination – by stopping at a station. If you do, that's the end of your turn.

You can have a maximum of three fares at any time.

➡ WHEN DOES A TURN END?

A turn ends when any of the following things happen:

- * you get a question wrong
- * you pick up a fare
- * you drop off a fare
- * you encounter a trap (if you're playing the traps rule – see Tips)

➡ THE END OF THE GAME

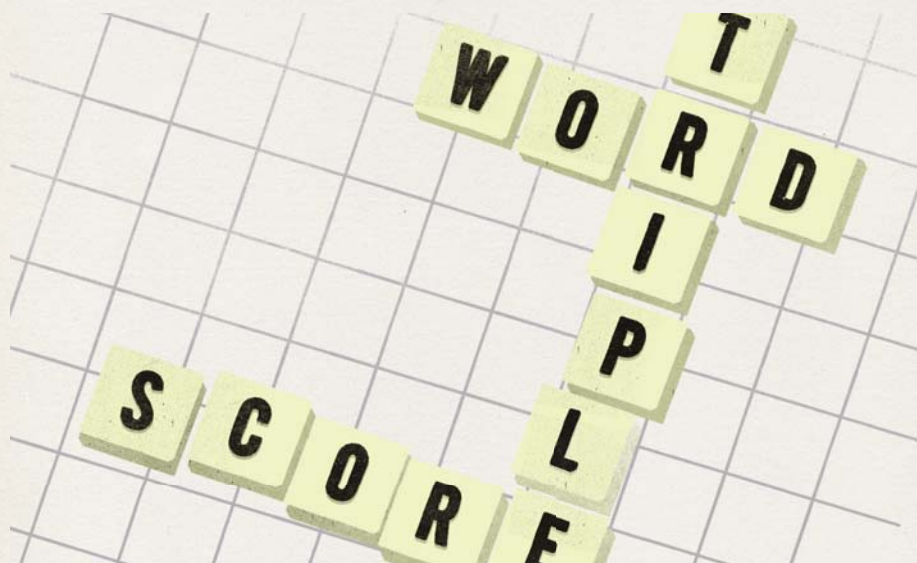
The game finishes when you've gone through the whole property deck. The player with the most money wins.

Tips:

- * If you like, you can lay spike traps for bonus fun! Here's how it works: if the total of your dice roll lands you on a chance square, you can lay a spike trap (one of those fiendish ropes of spikes police use to stop criminals). Take a chance card from the deck to represent it. You can set up your spike trap wherever you choose.
- * If a cabby passes a square with a trap on it, he or she must choose between either paying a £40 fine to the trap owner to repair the car and keep going, or a £20 fine, in which case the turn ends. Once the spike trap has been activated, it can't be used again and must be taken off the board.



SCRABBLE



“MY BOYFRIEND AND FRIEND NUMBER 1 WERE TAKING SCRABBLE VERY SERIOUSLY, SPENDING AGES OVER THEIR TURNS; FRIEND NUMBER 2 AND MYSELF WERE NOT – WE WERE GETTING BORED AND A BIT DRUNK. WE STARTED CHEATING, RIFLING THROUGH THE TILE BAG FOR GOOD LETTERS - WE DID THIS QUITE BLATANTLY BUT WEREN'T CAUGHT FOR ABOUT HALF AN HOUR. I'VE NEVER BEEN FORGIVEN, ESPECIALLY AS THE NEXT (AND LAST) TIME MY BOYF AND I PLAYED SCRABBLE I WON WITH 'ONYX' ON A TRIPLE WORD SCORE. -- JAMIE W

In one family we know, Scrabble is known as “If Only...” for the number of times somebody looks up sadly from their rack, sighs, and says “If only I had an [insert appropriate letter].”

Among game designers it can produce similar sentiments: if only they'd found a way to balance consonant and vowel loading so you never again end up with a rack full of 'I's; if only they'd sorted the point distributions properly, so you never have to watch your opponent play 'QUIZ' with the Z on a triple-letter space, while you've got nothing but one-point tiles.

Scrabble is a game that can often cause frustration. It favours a few different types of player:

- * The player with an overdeveloped vocabulary
- * The player who goes for tactical tile-placement instead of really nice words
- * The player who has managed to sit next to that one family member who always leaves triple-word-score spaces open for other people to use.

Please don't misunderstand: we love Scrabble, it's the granddaddy of word-based games, and it's kept its crown despite the onslaught of a thousand spinoffs, imitators and also-rans. With 150 million copies sold since its invention in 1938 (by an out-of-work architect who initially named it Lexiko), it seems the world loves Scrabble too.

But it's a quiet game, a solemn game, a squint-and-think-while-you-wait-for-your-turn game, often played in complete silence, apart from the occasional 'Tsch' or 'If only...'. It just doesn't encourage the banter, jokes and trash-talking that can make boardgames such fun.

So we thought we'd change that.



TWEAKS



USE YOUR WORDS

Play your tiles, and build up a story as you go.

- * 2-4 Players
- * Requires: A complete Scrabble set
- * Game type: Tweak
- * Duration: Long
- * Mood: Creative / Chatty

This game is just like normal Scrabble, except as well as playing a game, you're building up a communal story as you go.

If you place the first word on the board, you'll need to say a line about the word: if it's "goat", for example, you might say "Once upon a time, there was a grumpy little goat."

Each time you play a word, you'll need to add to the story with a line or two that use that word.

Tips:

- * If you make more than one word on your turn (by adding letters to existing words and changing them), you'll need to use all the words you've made.
- * It can be nice to have someone write down the story as you go, or to get any kids in the vicinity to draw pictures of the things that are happening in the story
- * If you like, you can reward particularly clever additions to the story with bonus points. If you think somebody else has helped the story along particularly well on their turn, tell them so, and if everyone else agrees then award them 20 bonus points.

FORESIGHT

A super-intense super-tactical Scrabble variant, for people who want to spend a lot of time thinking quite hard.

- * 2-4 Players
- * Requires: Scrabble
- * Game type: Tweak
- * Duration: Long
- * Mood: Tactical

At the start of the game, put all the Scrabble tiles face up in a grid 25 tiles wide and 4 deep. You pick up your tiles from this grid during the game. The oldest player draws 7 tiles from the bottom right of the grid, followed by each player in turn.

When you get to the end of a row, start again at the right of the next row.

Play proceeds as normal. When you need to replenish your supply of letters, draw as many tiles as you need, always going in the same direction. This means you always know what letters you're going to get – and which letters you're leaving behind for your opponent.

You can play with letter racks visible or not, as you like. Either way this makes for a more tactical and intense game. You might, for example, want to play a longer, lower-scoring word in order to pick up that blank that's coming up. Or maybe you'll only play a two-letter word because you don't want to be stuck with the Q!

Tips:

- * If you discard tiles, add them to the back of the line in a random order (turn them face down, shuffle them around, add them to the line, then turn them face-up again)

NEW GAMES

JOSTLE

A fast-moving word game where you never have to wait for your turn.

- * 2-4 Players
- * Requires: A complete set of Scrabble
- * Game type: New Game
- * Duration: Short
- * Mood: Silly / Tactical

This is a game that's like Scrabble – but everyone plays at the same time. The aim isn't to get the most points – it's just to get through your tiles as quickly as possible!

Put all the tiles face-down on the table and mix them around. Now divide them equally – still face-down! – between all players.

Once you're all ready, it's time to **START!** You can all flip over seven of your tiles – but for the whole game you're only allowed to use one hand and you can only pick up one tile at a time. Once you've thought of a word, you can start playing it onto the board right away. Any tile you place must be next to a tile that's already on the board. (Except in the case of the first word of the game, where one of the tiles must go in the middle, as in regular Scrabble.)

This means you can hijack another player's word by finishing it for them, or you can block them by building in from another direction...

If you ever start a word and find that you can't finish it, you must take back every tile of that word (except for any letters that were already parts of other words). If someone had already started building off of the word you were playing, remove their word and take the tiles out of the game.

After you've finished a word, flip over more of your face-down tiles until you're back up to seven face-up tiles.

The first player to get rid of all their tiles is the winner.

Tips:

- * If you're having trouble remembering to use one hand only, sit on your spare hand!
- * You can change your mind about what word you're making – so if there's suddenly not enough space for the APPLE you'd planned, maybe go for APE instead?
- * You might want to take the Q out and play without it - if you get stuck with the Q at the end that can make it very difficult to win!



THEM'S FIGHTIN' WORDS

A fierce and argumentative game where you make a word and send it into battle.

- * 2-12 Players
- * Requires: Scrabble
- * Game type: New Game
- * Duration: Short
- * Mood: Silly / Creative / Chatty
- * Extra tags: Low pressure / Argumentative

In this game, you're making words that you think will beat other words. What exactly does that mean? Well, that's up to you and the other players to decide.

You'll need to give each player a letter rack, and put all the tiles in the bag. Each player draws eight tiles, and puts them on their rack.

Then the game starts! Each turn, everyone plays at the same time. You all have 30 seconds to secretly make a word using the tiles on your rack.

At the end of thirty seconds, the words are revealed, and players argue about which would win. For example, if the words were TWIG, ROBOT and WASP, then the robot would probably win.

There's usually a clear winner, but if people disagree, either take a vote on it or appoint a non-player judge – you can even phone a friend to make the decision!

Whoever played the winning word gets to keep that word in front of them. The other

words are discarded – just pop the letters out of the way in the box (you won't be using them again). Everyone then draws back up to eight tiles; or if there aren't enough tiles left for that, split the tiles that are there equally between all players.

If you ever can't play a word, you can discard any number of tiles from your rack instead of taking part in a round – just add them to the pile of used-up tiles to the side. When the bag is empty, play one final round.

The winner of the game is the player with the most words in front of them. (If there's a tie, then the tied player with the most tiles in front of them wins.)

Tips:

- * Unlike in Scrabble, you're allowed to use names, countries, and all sorts of proper nouns, as well as slang and normal Scrabble words
- * If you want a longer game, put discarded tiles (from tile swaps, and from words that have lost their fight) back in the bag, instead of leaving them to the side
- * If you want a less frantic game, play with a one minute time limit, instead of thirty seconds



MASH UPS

BUYOFF

If you've always thought Scrabble was too cerebral, and didn't involve quite enough bribery and barter.

- * 2-4 Players
- * Requires: A full set of Scrabble, the money from a Monopoly set
- * Game type: Mashup
- * Duration: Long
- * Mood: Silly / Chatty

Buyoff starts off like normal Scrabble, except you keep score using Monopoly money, instead of writing things down on paper. For each point you win, you take a pound from the bank.

However, you can use your money for more than keeping score. Need an "e"? See if anyone will sell you one for, say, £20. Have a really good word, and you're worried the space you need for it will be gone by the time it's your turn? Offer someone £40 for their turn. Make whatever offers you like (though keep them in-game! No "A tenner if you do the washing up"). If someone else will accept, the rules say it's okay.

The game ends just like normal Scrabble, and the player with the most money is the winner.

Tips:

- * If you buy someone's turn, you still get your own turn later! You've purchased the right to play on their go, as well as your own.
- * But if you did want to just swap turns, you could certainly propose that as well, and see if anybody will take you up on it...
- * Like in normal Scrabble, you only get to draw tiles at the end of your turn – so if you sell one of your tiles to somebody else, you'll only have six tiles on your next turn!
- * The 50 point bonus works like in Scrabble - it's for playing seven tiles from your rack in one turn, regardless of how many tiles you have.



CLUEDO



CLUEDO'S GREAT, IT WAS MY FAVOURITE GAME. I ALWAYS USED TO WIN. WHEN IT LOOKS LIKE SOMEONE ELSE IS GOING TO WIN, YOU JUST GO INTO THE NEAREST ROOM AND "MAKE A SUGGESTION" THAT THEY DID IT, AND THEY HAVE TO MOVE THEIR PAWN OVER TO WHERE YOU ARE. YOU CAN STOP THEM WINNING FOR AS LONG AS YOU WANT." -- BRETT S.

"Cluedo!", you often hear people say. "I used to love it when I was a kid!"

By "you often hear", we of course mean "we often hear". And by "we often hear", we mean "someone in the office mentioned in passing". But of course kids love Cluedo - there are loads of things about it that are brilliant:

- The rules are easy to grasp
- There are all those exciting weapons you are totally allowed to play with
- There are secret tunnels
- There's a map
- There's a secret envelope with secret secrets inside

For adults, though, many of these elements have lost their appeal - and the main thing the game has going for it is that you're more sensible now and you won't have to spend the first 15 minutes arguing about who gets to be Miss Scarlett. The game itself is pure logic puzzle, with obstructions - it's like doing a Sudoku while someone switches off the lights and nicks your pencil at two-minute intervals.

But Cluedo (or Clue in North America, perhaps on the grounds that it takes too long to play so you might as well save time on the name) does grip the imagination. The standard game is set in 1926 in an English country mansion, so it taps into the whole detective-story body-in-the-library thrill. There's even a movie version, and it isn't quite terrible.

The game was invented in 1944 by a man named Anthony Pratt, reportedly as something to play to pass the time during air raids and drills. Pratt felt that the "wretched old war" was "killing the country's social life". But whatever it may feel like, it's worth remembering that going home for the holidays or having your cousins around is not actually the same thing as being forced to take shelter to prepare yourself for possible attack. There are options other than Cluedo. And some of them are rather more fun.



TWEAKS

TEN-STEP

Taking away a bit of the random factor.

- 2-6 players
- Requires: A full Cluedo set
- Game type: Tweak
- Duration: Long
- Mood: Normal

If you get frustrated by how random Cluedo is – by the unfairness of moving only two spaces while other players sprint from room to room – throw away your dice and just declare that everyone moves 10 squares on every turn.

You can also ignore the rule about a player's pawn being magically transported from one room to another whenever someone suggests that they might be the murderer.

This allows you to plan further in advance, because you know how far you're going to go, and you're not going to be moved around the board by anyone else.

A QUICK LITTLE CASE OF MURDER

A faster game with a bit less logic.

- 2-6 players
- Requires: A full Cluedo set
- Game type: Tweak
- Duration: Medium
- Mood: Normal

In the classic Cluedo game, there's a lot of tricky deduction: "if Peacock doesn't have this card, which she can't because she couldn't disprove that suggestion about Green, then she must have used the rope to disprove the accusation about Mustard, and that means..."

This is because in classic Cluedo, you disprove a suggestion by showing one player a card. Everyone else then has to try to make deductions about what that card was – they didn't see it themselves.

If you'd like a faster, simpler game, then instead of showing someone a card to disprove a suggestion, simply place the card face-up on the table in front of you and leave it there. Face-up cards cannot be used to disprove later suggestions.

Tips:

- This is a good tweak to use with younger children. It's less fun if you're keen on figuring stuff out, but it creates a more level playing field for players of different abilities.



NEW GAMES

HUNT THE LEAD PIPING

Forget the game board, there's been a murder in your actual house.

- Any number of players
- Requires: Cluedo
- Game type: New game
- Duration: Medium
- Mood: Silly

This game is a little like Hunt the Thimble, but with Cluedo pieces instead of thimbles. To play this game, you'll need one hider (probably an adult) and two or more players (probably children).

To start off with, the adult should hide all the Cluedo weapons around a room - making sure to put them in places where they can be found without anybody having to move anything!

Now, take all the Weapon cards and shuffle them, and call the players in.

Turn over the top Weapon card. The weapon it shows is the weapon that the players need to find from where it is hidden in the room. That's the only weapon they can find - if they see a different weapon, they should keep quiet about it for now!

The first player to call out "found" and point to the weapon gets one point. (If it's taking too long, feel free to give hints!)

Now turn over the second Weapon card - this now becomes the weapon that the players need to find! This time, since it's round two, they will get two points for being the first player to call out "found" and point to the weapon.

Keep going until all the Weapons have been found (give out three points for the third, four points for the fourth, and so on). At the end of the game, the player with the most points is the winner.

Tips:

- When you hide the Weapons, make a note of where you put them – you don't want to lose them!
- Players who see Weapons that they're not looking for yet should try to remember

where they are, and stay quiet about it - they'll have a head start when it's time to look for them later in the game!

- If you like, you can take one point away from any player who calls out "found" and points in the wrong direction.

GUESS WHO DONE IT

Intrepid detectives question a single witness to find out whether the murderer was wearing glasses.

- Any number of players
- Requires: A full set of Cluedo
- Game type: New game
- Duration: Medium
- Mood: Silly

Lay out all the Room, Weapon and Suspect cards face-up on the table, so that everyone can see them. One player, the Witness, chooses one Room, one Weapon and one Suspect, and secretly makes a note of them. (Often, the witness will be an adult.)

The other players (the Detectives - often, these will be children) take turns to ask yes-or-no questions to the Witness ("Was the murderer a woman?", "Was the murder weapon made of metal?"), to narrow down the suspects and the details of the case. Whenever a Suspect, Room or Weapon is eliminated, the card is flipped over.

Keep playing until you end up with three cards, and have solved the case!



Tips:

- For adults or older children, you can keep all the cards face-up, instead of eliminating them, and let Detectives take notes.
- On any Detective's turn, he or she may make an accusation (identifying the murderer, room and weapon) instead of asking a question. In this case, the first person to make a completely correct accusation is the winner.



ZOMBIE MANSION

You're in a mansion. You've got a piece of lead piping. And zombies are about to attack.

- 2-6 players
- Requires: A full set of Cluedo, about 30 tokens to represent zombies
- Game type: New game
- Duration: Long
- Mood: Silly, Tactical

The zombie apocalypse has reached the gates of the Cluedo mansion, the undead are clawing their way through the windows, and the guests are teaming up to escape. If they can grab some weapons and find a rope to scale the garden walls, they might just make it out of here. (To represent the zombies, you'll need about thirty tokens: coins, chocolate beans, buttons, whatever you have to hand.)

➡ SETTING UP THE GAME

To set up the game, give each player a Pawn and put them in the Hall. Next, make separate piles of the Weapon cards, the Room cards, and the Person cards. (If you're playing a version of Cluedo which has more than six Weapons, remove any excess cards to cut it down to six, making sure to keep the Pistol and the Rope.)

Now take the Weapon cards, add two random cards from the Rooms pile, and shuffle them together. Take these cards and deal out one card face-down into every room on the board except the Hall.

Take the pile of left-over Room cards and look at the top three. Place a Zombie token in the corridor outside each of those rooms (if you draw the Hall, ignore it and draw again), then shuffle them back into the Room cards.

➡ HOW TO PLAY

When it's your turn, go through the following steps:-

Roll two dice. The total of the dice is total number of actions that you can take that turn. For each action, you can either move one square or attack a zombie once. You don't have to use all your actions.

When you're moving, the square you're moving to must be empty. You can move diagonally in the corridors, but not when entering or leaving a room. Rooms count as one big square. The mansion's secret passages have been blocked and can't be used.

➡ ATTACKING ZOMBIES

To attack a zombie, you have to be next to that zombie. You attack it by rolling one dice, and:

- 🔵 If you have no Weapon, you kill the zombie if you roll 6
- 🔵 If you have a Weapon that isn't a gun, you kill the zombie if you roll a 3, 4, 5 or 6.
- 🔵 If you have the Gun, you don't need to be adjacent to the zombie to attack it - you only need to be able to see it from where you're standing! The zombie is killed if you roll 5 or 6.
- 🔵 If you have the Rope, you can't attack at all! It's too difficult to carry it and attack at the same time.

If a zombie is killed, it is removed from the board. You can make multiple attacks against the same zombie, by using up more than one of your actions.

After you've taken your actions, it's time for the zombies to take their turn (they get one turn for each player's turn). To see what they get up to:-

➡ MOVE ZOMBIES

If a zombie has line of sight towards the player who just had a turn [see the “tips” section for what this means], they move one square towards that player. They can move diagonally, but they can’t move into (or see into) rooms – if you’re in a room, you’ve shut the doors behind you and you’re safe.

If a zombie moves into (or spawns in) a square occupied by a player, that player is killed and becomes a zombie. Replace their pawn with a zombie token, which will behave like just another zombie. For the rest of the game, that player can make sure that all the zombies are moving correctly.

➡ SPAWN A ZOMBIE

Every turn, one new zombie appears. To see where, draw a card from the Room deck. Place a zombie in the corridor outside any of the doors to that room. If all the doors already have zombies outside, put the new zombie in one of the nearest empty squares. Then put the card back in the Room deck and shuffle it.

If you move into a room with a face-down card, you can choose to flip it face up – this doesn’t take an action. If it’s a Room card, spawn a zombie in the card’s room just like in the “spawn a zombie” step, and shuffle the card into the Room deck. If it’s a Weapon card, discard the card, take the metal token of that weapon and put it in front of you – you are now carrying that weapon.

The players win if they have the Rope and at least two other weapons, and get every surviving player back to the Hall. (If only one or two players survived the zombies, dropping the weapons in the Hall will be enough.)

Tips:

- 🔦 If you pay attention and play carefully, you’ll probably survive this apocalypse.
- 🔦 For a more thrilling but much harder version of the game, where you’ll struggle to make it to the end, move any zombies that have line of sight to any player after each turn.
- 🔦 If a zombie has line of sight to more than one player, you can choose which way it moves - until one of you is dead, in which case the dead player decides which option the zombies take.
- 🔦 To “have line of sight” to something means that the zombie would be able to see you if mansion were real. If you need, you can test this by laying a piece of string, ruler or other straight object on the board between the exact middle of the two squares you’re checking – if there’s a straight line between the two that doesn’t go through any walls, they can see you. Other zombies and players don’t block line of sight.
- 🔦 You can only carry one weapon (or the rope) at a time – if you get a new one,

you'll need to drop the old one.

- You can't run through a zombie! If you want to move into the space where they're standing, you'll have to kill them first.
- You can drop a weapon at any time on your turn – just put it in a square next to you. If you're on a square next to a weapon someone else dropped, you can pick it up.



MASH UPS



DOCTOR ORANGE IN THE TURRET WITH THE RAYGUN

A creative murder game. Mr Who in the What? It's up to you to decide.

- 2-9 players
- Requires: A Cluedo board (optional), Scrabble tiles
- Game type: Mashup
- Duration: Medium
- Mood: Silly / Creative

For this game, you'll take it in turn to pull three letters from the Scrabble bag, and then come up with a Cluedo-style murder where the words central to the plot start with those letters.

Lay out the Cluedo board, and pick a different room for each player. This is where you'll be keeping any tiles that you win.

Now start playing - youngest player first, then moving left around the table. To play: Draw three tiles from the Scrabble bag, and lay them face-up in front of you - in the order you pulled them out, no moving them around!

You've got five seconds to come up with a proper Cluedo-style murder: Mr/Mrs/etc Colour Name, in the Room, with the Weapon. The colour should begin with the first letter you pulled out, the room should begin with the second letter you pulled out, and the weapon should begin with the third letter you pulled out.

So if you pulled out P, C and D, for example, you might say “Mrs Purple in the Conservatory with the Dahlia”, or “Lord Pink in the Chill-Out Room with the Dumplings”. If you manage to do this in five seconds, take the tiles and put them in your room on the board. If you don’t manage, put the tiles - still in the same order - into one of the corridors on the board.

Keep going, taking it in turns around the table. Once you’ve run out of Scrabble tiles in the bag, on each turn players can choose to take one of the groups of three tiles sitting in the corridors on the board, and make up a murder that fits them (still keeping them in the same order!) The game ends when the bag and the corridors are empty, or when everyone around the table has passed.

Add up your points - that’s the points value of all the Scrabble tiles in your room on the Cluedo board. The player with the most points is the winner.

Each colour, room or weapon can only be used once per game

If the game is a bit too tricky, you can let people rearrange their letters, or give them ten seconds to think instead of five.

A colour is any word that might reasonably be used to communicate the colour of a wall. So: peacock, mustard, pink, blue, iridescent, ultraviolet, chocolate, rainbow - yes. Effervescent, cheese, startling, beetle, tiger - no.

A room is anything that might plausibly exist as a room. Rec room, sauna, counting house, dungeon, orchid house - yes. Zinnia room - stretching it a little. Paper towel room, radioactive lamp turret - no.

A weapon is anything that a murderer could plausibly use as a weapon - so a pencil, candlestick, bag, raygun, telephone, mushroom - yes. A sentence, tissue, metaphor, paradox - probably not.

Tips:

- Although this is listed as a mash-up, you can play it without a Cluedo board if you don’t have one. Just put a piece of paper in front of each player, and use these for rooms; and use the space in the middle for unused tiles.



TRIVIAL PURSUIT



"I LOVED TRIV, BUT I ALWAYS USED TO GET ALL THE CHEESES EXCEPT PINK - ENTERTAINMENT. THEN I'D BE STUCK, WAITING FOR EVERYBODY TO CATCH UP. IT DIDN'T HELP THAT THIS WAS THE LATE 90S IN BIRMINGHAM AND I WAS 15, AND WE SOMEHOW HAD AN AUSTRALIAN VERSION OF THE GAME FROM THE 1980S. NONE OF MY FAMILY'S AUSTRALIAN, BY THE WAY. I SUPPOSE IT WAS A PRESENT FROM SOMEONE. EVENTUALLY I JUST STARTED ANSWERING "KYLIE MINOGUE" FOR ENTERTAINMENT QUESTIONS ABOUT WOMEN, AND "JOHN FARNHAM" FOR MEN. IT DIDN'T ALWAYS WORK, BUT IT MEANT THAT I HAD A CHANCE." --MATTHEW K



Trivial Pursuit, staple of the home, standard of the Christmas table! Who hasn't sat around on a cold winter afternoon and struggled with questions like "Fern Kinney? Who's Fern Kinney?", "Which side are we drawing the cards from again?", "Have you lost all the green wedges?" and "When were these questions written anyway?"

Trivial Pursuit has lots going for it. The end of the game can drag, sure; the same person might always win; a lot of household editions might indeed date from the middle of the 1980s, when Trivial Pursuit mania reached its height. But it can prompt interesting

conversation. It can work for two people or six or (with teams) ten or more. It lets show-offs show off, and intense tacticians try to strategise their way to a win by reading out the questions just a little bit too fast and looking smug. We particularly like that the game was invented by two friends who set out to play Scrabble, but discovered that they'd lost some pieces.

All the same – Trivial Pursuit? Again? Really? Haven't we played it more than enough? And couldn't we use the board and the pieces for something more exciting, or more ridiculous, or more competitive – something more, you know, fun?



TWEAKS

PASS THE WEDGE ON THE LEFT HAND SIDE

A simple tweak to speed up Trivial Pursuit just a little.

- ▶ 2+ players
- ▶ Requires: Trivial Pursuit
- ▶ Game type: Tweak
- ▶ Duration: Long
- ▶ Mood: Normal

You can speed up Trivial Pursuit a little by letting more than one player have a go at any Wedge Questions.

This means that if someone lands on a corner square and is asked a question that could let them win a wedge, and they don't get it right – it's time to pass the question on!

Once the person asking the question has announced that the answer is wrong, any other player (except the asker!) can slam their hand down on the table for a chance to have a go. The first person to do so gets a shot at the question, and if they get it right, wins the wedge.

For any given wedge question, each player can only answer once.

ANY SQUARE WILL DO

The fastest way to play a full game of Trivial Pursuit, and a house rule for impatient families across the nation.

- ▶ 2+ Players
- ▶ Requires: Trivial Pursuit
- ▶ Game type: Tweak
- ▶ Duration: Short
- ▶ Mood: Normal

The simplest way to speed up Trivial Pursuit is to give players a wedge whenever they answer a question correctly, instead of only when they're on a special space. To win, you still need to collect six wedges in six different colours – but you don't have to trek around the board, and you don't need to return to the middle and answer another question. The moment you've got six wedges, that's it – victory is thine.

ANYTHING GOES

A tricky tweak to the rules of any trivia game that doesn't force you to rely on memory for the answers.

- ▶ 2+ players
- ▶ Requires: Trivial Pursuit
- ▶ Game type: Tweak
- ▶ Duration: Long
- ▶ Mood: Normal

We keep half our brains on the internet these days – but we have to leave that half aside come Trivial Pursuit time. In this anything-goes variant, players have thirty seconds to answer – but for those thirty seconds, they can use any (legal!) methods they like to find the answer. This includes looking stuff up, using the phone, calling friends, bribing the questioner with offers of tea... anything that gets the right answer.



NEW GAMES

DADAIST PURSUIT

An idle party game. It can be played with any number of people, and lasts as long as you feel like playing.

- ▶ 2+ Players
- ▶ Requires: Trivial Pursuit / A bunch of Trivial Pursuit questions – no need for the board or pieces
- ▶ Game type: New game
- ▶ Duration: As long as you like
- ▶ Mood: Silly / Chatty

Give each player a pile of cards. Each player holds their cards in a stack, answer-side up.

Choose a random player to start. He or she turns over the top card of their pile, and reads a question aloud from it. Moving clockwise around the room, every other player turns over their top card and selects the funniest answer from those printed on it, and reads it out. (If none of them is even remotely funny, the player can just pass, but a non sequitur is usually better than nothing.)

The player who read the question then picks their favourite from those read out, as a note of meaningless respect. Everyone then moves their top card to the back of their stack, and play passes to the left, with the next person reading out a question.

The game is far too random for scoring to mean anything, but if you really want to, you can say that the player with the funniest answer gets a point. The player with the most points at the end is the winner.

Tips:

- ▶ Be careful when choosing which question to read out. A good question is one that has a large range of potential answers.
- ▶ Generally speaking, any question that can be answered with a noun (or a person's name) is good – even an abstract question like “Why did...” can usually be stretched to work.
- ▶ The only bad questions tend to be the over-specific ones – “Which city...” will struggle for a funny response, and any question that asks for a year is either going to be unanswerable or dull.

JUDY GARLAND ON THE MOON WITH A BASSOON

A fast, silly game where you'll find out just how hard it is to draw tennis stars and minor movie actors of the 1980s.

- ▶ 3-6 Players
- ▶ Requires: Trivial Pursuit, Paper and pens, timer
- ▶ Game type: New game
- ▶ Duration: Medium
- ▶ Mood: Silly / Creative

Each player picks a colour, and puts the wheel of that colour in front of them. You won't need a board.

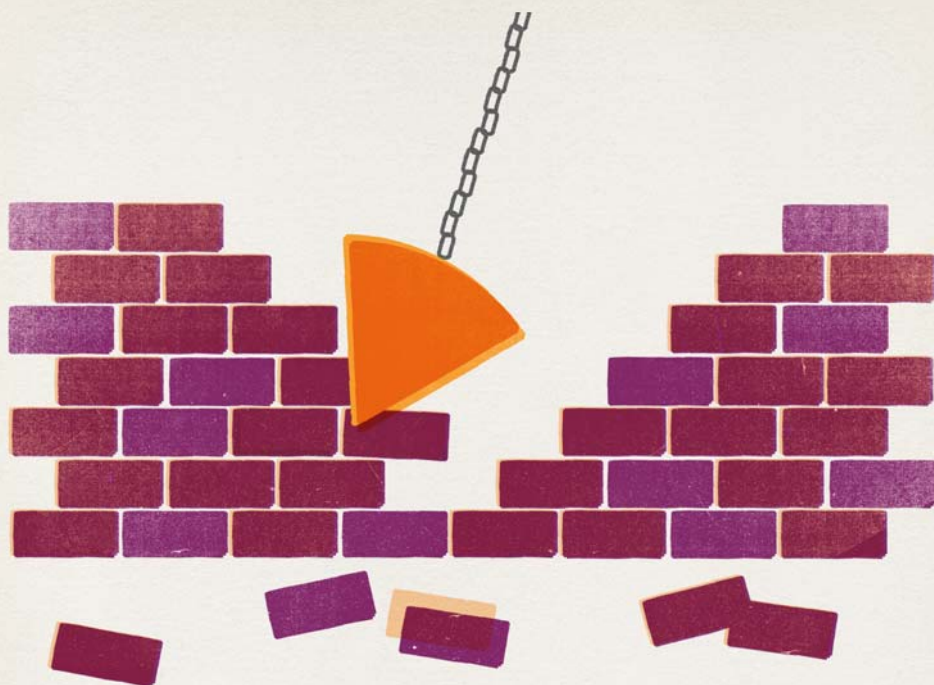
When it's your turn, announce a category, and draw a card from the box. Look at your category's answer. It's now your job to draw that answer, as in Pictionary or Cranium. You've got one minute! Your aim is to draw the answer so that someone else can guess what it is, but you can't use any letters or numbers, or make any sounds.

If one of the other players guesses your answer within one minute, both they and you win a wedge of your chosen category.

The youngest starts – then players take turns clockwise around the table. The first player to get six wedges, in at least four different colours, is the winner. This means you could have 2 blue, 2 pink, 1 brown, 1 green.

Tips:

- ▶ If you look at the answer and have no idea of what it signifies, try looking at the question to see if that helps you work it out
- ▶ If the answer is just too hard to draw, you can let people pick a substitute card from the box – but each player can only do this once per turn!
- ▶ Most mobile phones have a timer function, or there's a timer in the BGRK iPhone app, or you can find them online.



BLOCKADE!

A pacey game with nice opportunities for strategic meanness.

- ▶ 3-4 players
- ▶ Requires: Trivial Pursuit
- ▶ Game type: New game
- ▶ Duration: Short
- ▶ Mood: Tactical

One of the problems with Trivial Pursuit is that everyone has different levels of knowledge. Blockade! solves this by creating a handicapping system that makes the challenge for higher-level general knowledge nerds that little bit greater.

First, rank yourselves in order of trivia knowledge. If you can't agree, rock-paper-scissors any disputes or failing that, go in order of age.

You each get four wedges of the same colour. These are the pieces you'll move in the game. Everyone also gets a wheel. This is just used to mark your start and finish point.

The most knowledgeable (or oldest) player sets their wheel on one of the wedge squares and their four wedges on the spoke of squares that leads from that point to the

centre. Leave the square nearest the centre empty. Blockade! only uses the squares on the spokes - the outer circle isn't used at all.

The next player does the same on the clockwise adjacent wedge square, and so on until all players have set their pieces down.

During the game, you'll be moving your wedges around the board, from spoke to spoke. When you get a wedge back to your starting spoke, move it immediately into your wheel.

The aim of the game is to move all your wedges around the six spokes and into your wheel. The first player to do this wins.

The youngest or least knowledgeable player starts. He or she declares which wedge they want to move to which square on the next spoke, saying, for example, "I want to move this wedge to the blue square". In order to move, they must answer a question correctly and keep going until they get a question wrong.

Then it's the next player's turn. They play the same way, except that they cannot move onto any squares occupied by wedges on the spoke ahead. As play moves back round the spokes, the challenge gets harder and harder – hence making it more difficult for the trivia buffs in your household...

If you start your turn and all the wedges on the spoke ahead are occupied, you are blockaded! A blockade can be broken by answering two questions correctly – one for the square the wedge you wish to move is currently on; and one for the blockaded square you wish to move to. If both questions are answered correctly, the wedges on these squares get swapped around. Notes that you can still do this even if some of your own wedges form the blockade and you have other moves you could play. You wouldn't be that mean though, would you?

...IS THE RIGHT QUESTION

A game of pastiche and trivia, where you know the answer and it's time to make up the question.

- ▶ 2+ players
- ▶ Requires: Trivial Pursuit, paper and pens
- ▶ Game type: New game
- ▶ Duration: Medium
- ▶ Mood: Silly / Creative / Chatty

Give each player a Trivial Pursuit wheel, and put them all on one side of the board – say, at the blue wedge space. You'll be using the pieces to keep score – each time you get a point, move your piece one space towards the opposite side of the board (that is, through the centre and out the other side).

Players take it in turn to lead a round. To lead a round, pick a card out of the question box, read through the answers, and choose one answer – any one you like. Read out this answer to the group.

All players except the leader must now try to write a plausible question for that answer, on a scrap of paper, and hand it in to the leader. The leader will need to use this time to copy out the real question onto another scrap of paper.

The leader shuffles the scraps of paper and reads out the lines one at a time. Once they've all been read out, the leader runs through them again quickly and players vote for the question they believe to be the one actually printed on the card. They do this by raising a hand. No changing your mind – once your hand's up, that's it!

You can vote for yourself if you like – but you don't get any points for it! Once everyone has voted, the real question is revealed. Players get one point if they voted for the real question and one point for each player who voted for their question.

Tips:

- ▶ If you're the Leader, you can't win any points this turn, but it's your responsibility to make sure everything runs smoothly. Have a quick look through all the questions so you can be sure to read them out without stumbling – you don't want to give away which question is the real one!
- ▶ If you want a longer game, move the wheels around the outside of the board, instead of going through the middle
- ▶ If you've got more than six players, you can use anything as a token, instead of a Trivial Pursuit piece – coins, kidney beans, even roast potatoes if you don't mind getting the board a little greasy

SLAM

Race with other players to answer the questions, and leapfrog your tokens around the board.

- ▶ 2-6 Players
- ▶ Requires: Trivial Pursuit
- ▶ Game type: New game
- ▶ Duration: Long
- ▶ Mood: Tactical

Each player picks a colour, and takes three wedges in that colour (if there are two or three players), or two wedges in that colour (if there are four or more players).

Put all the wedges in the middle. These are your game pieces. They're going to have a race, a bit like in Ludo – down one spoke of the wheel (choose whichever spoke you like, but you're all using the same one), around the rim of the wheel, and back up the same spoke to the middle. The first player to get all their wedges back to the middle is the winner.

So you've got a very straightforward track, and your pieces move forwards along it – that's pretty easy. The tricky bit is how you get them to move...

When it's your turn, you pick a category – one of the six Trivial Pursuit question categories. If you've got a classic Triv edition, that'll be Geography (which is blue), Entertainment (pink), History (yellow), Science and Nature (green), Arts and Literature (brown), or Sport and Leisure (orange).

Say you pick Entertainment – pink. You'll pick out a card and read out the pink question. Other players have the chance to answer the question – they don't even have to wait for you to finish asking it. They just slam their hand down on the table, and try to give an answer – the first person to slam gets the first chance to answer.

If they're right, then they move (see below). If they're wrong, other players have the chance to slam and answer. If nobody gets the answer right, you get to move (see also below).

To move, just shift one of your wedges to the next empty space along the track which is the same colour as the question you just answered.

Then play passes to the left – and the next person has a go; choosing a colour, taking out the card, reading the question, and giving people a chance to answer.

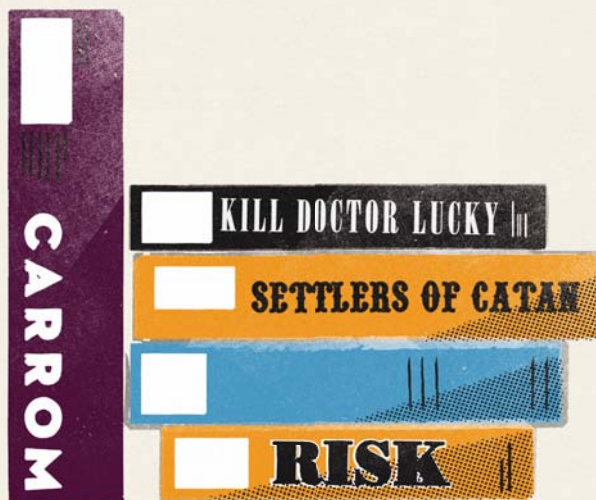
The first player to get all their wedges back to the middle is the winner.

Tips:

- ▶ The centre square counts as all six colours (so if there are no green spaces between your piece and the middle, for example, it counts as the next empty green space, and that's where you'll send your piece if you answer a green question)
 - ▶ Don't let one of your wedges lag too far behind! It's much harder to move quickly if the pack is a long way in front.
 - ▶ If you want a really quick game, just take one wedge to race around the track – or if you want it to go on for longer, use all six!
- Remember that the colour of your wedges is completely irrelevant – it's just so you can tell that they're all yours.



GAMES WE RECOMMEND



If the preceding chapters have whetted your appetite for a good boardgame but you're hungry for more than doing new things with old favourites, you may want to try something different. How do you know what's good? There aren't many places where you can try before you buy.

WHERE DO I GO TO FIND OUT MORE ABOUT BOARDGAMES?

Boardgamegeek.com is a great place to start. Behind its sometimes-confusing page design it's packed with reviews, pictures, opinions and modifications for almost fifty thousand games. If you've got the time to browse, it has the information you need, and usually links to a place where you can buy the games online.

WHAT'S THE GAMING EQUIVALENT OF THE OSCARS?

If you're shopping around, you could look for boardgame boxes that carry the badge of a well-known games award. There are two biggies: the Games 100 and the Spiel des Jahres (the German 'Game of the Year', the gaming equivalent of the Nobel Prize). Any game that displays either of these on its box is almost certainly good. A few may be a little longer or more complex than you were expecting, so read the back of the box to give

yourself an idea of what you're getting in to.

We particularly like the Spiel des Jahres because over the last 40 years the Germans have been quietly developing boardgames into an artform. Many of these games are beautifully produced with simple but elegant mechanics, and lavish gameplay that demands equal measures of cooperation and competition.

I'M SHORT OF TIME. JUST GIVE ME SOME RECOMMENDATIONS!

➤ GAMES THAT ARE GREAT IF YOU LOVE STRATEGY

Settlers of Catan, the 1995 winner of the Spiel des Jahres, is the game that's spearheaded the German invasion of the games world. It's a bona fide modern classic: a brilliantly designed and balanced game of island colonization, with players forced to co-operate to get ahead. Playing it may change your life: there's a richness of play and a delicacy of strategy that can sweep people off their feet.

If you prefer the idea of building a medieval walled city then try **Carcassonne**, a fast-playing game of laying tiles and capturing territory, with a clever scoring system that means everyone stays in the game till the very end.

Risk sets you on the road to world conquest: as an introduction to wargames it's still a lot of fun. If you know it and want to try something a bit more interesting, step up a gear with **Diplomacy**, a similar game but with no dice at all. Set in Europe and with a simple system of deciding if battles are won, lost or drawn, Diplomacy can only be won by making treaties with other players, and then stabbing them in the back later. It has a reputation laying waste to friendships, so please don't play it with anyone who takes games too seriously—the sense of betrayal can last a while.

➤ GAMES THAT ARE GREAT FOR FAMILIES

The very first winner of the Spiel des Jahres, back in 1979, was a British effort:

Hare and Tortoise. It's a race-game with a classic theme and clever design that's stood the test of time. Now in a lovely new edition, it scales well to younger audiences as well as more grown-up players.

Ticket to Ride is a charming and involving railway-building game set in America. Created by British-born America-based designer Alan R. Moon, it was the 2004 SdJ winner. Much family fun to be had here, though we prefer the more complicated Ticket To Ride Europe.

Apples to Apples is a rapid-fire game of matching cards to categories, very simple to learn, good with players of all ages, and usually played with a lot of laughter.

➡ GAMES THAT ARE GREAT IF YOU LIKE BEING CREATIVE

Dixit, this year's winner of the SdJ, combines surreal art and oblique clues to create a guessing game like no other.

Articulate is on its way to becoming ubiquitous, but if you've not tried it, do. It's the original game which involves trying to describe something to your team-mates without using the actual word (copied by the not-quite-as-brilliant **Taboo**). It works excellently with a lot of participants—up to 16—and can withstand a lot of replaying too.

➡ GAMES THAT ARE A BIT LIKE CLUEDO

The games we've recommended so far might not be like anything you've played before. What if you love the classics? If **Cluedo**'s your favourite but its delights have begun to pale, we recommend:

221B Baker Street, a not-too-dissimilar game of Holmesian sleuthing, but with actual cases to crack and proper evidence to gather.

Kill Doctor Lucky, an unofficial prequel to **Cluedo**, in which players compete to bump off the unfortunate victim in the first place, by luring him to a secluded spot

➡ GAMES THAT ARE A BIT LIKE MONOPOLY

If you like **Monopoly** but fancy something shorter and a bit more frenetic then you have to try **Pit**, a vigorous game of stock-market trading that does away with the idea of everyone taking turns and replaces it with SHOUTING VERY LOUDLY. **Pit** is pure energy but surprisingly tactical too, and huge fun.

➡ GAMES THAT ARE A BIT LIKE SCRABBLE

For **Scrabble** lovers we suggest:

BuyWord, a clever game of anagrams where the longer the word you play, the more you're likely to score.

Bananagrams, which mixes up **Scrabble** with elements of that other classic word-game **Boggle** to produce a fast, funny hybrid.

➡ OLD GAMES THAT SHOULDN'T BE FORGOTTEN

In the glorious rush of new excitement, the great classics of gaming history often get overlooked. They're classics for a reason, so take the time to discover them.

Nine Men's Morris is a beautiful, simple, elegant game with a history that goes back at least two thousand years, so popular in the middle ages that you can find Nine Men's Morris boards scratched into the stone seats of several cathedrals—and now almost entirely forgotten. You can find the rules on the Wikipedia; all you need is a piece of paper on which to draw the board (if you don't have a cathedral seat handy), nine black and nine white counters, and someone to beat.

Mancala is to Africa what chess is to Europe. It looks simple but below its surface lurks a very clever and tactical game of moving piles of counters, demanding thought and a lot of 'just one more' goes. Like most of the classic games it's for two players. You can buy lovely wooden boards with cowrie-shell pieces, or you can use yogurt pots and kidney beans. Again, the rules are easy to find on the Internet.

Pachisi is almost the game that we know as Ludo, except Ludo (and its American cousin Parcheesi) is dumbed-down and lacks the rules that make this a tactical and exciting four-hander. If you hated Ludo as a kid, check out the Indian original and its sibling Chaupar.

Also from India is **Carrom**, which is a crazy mix of snooker and Subbuteo. Players flick wooden draughts around a square board, aiming for corner pockets. It's fiercely competitive and enormous fun. Any game that attracts professional hustlers has got to be worth a try.

And finally a few words of advice. Almost all board-games based on TV programmes or films are a let-down. Not all of them, but enough that we can say with some certainty that you shouldn't waste your money. Size or weight of box is no indication of quality. And more and more publishers are putting the names of the games designers on the boxes, so if you've enjoyed one game, remember who created it and look out for their other work. We particularly rate the work of Klaus 'Settlers of Catan' Teuber, Bruno Faidutti, Alan R. Moon, the late Sid Sackson, and the extraordinarily prolific Reiner Knizia. And if you're looking for a more thorough guide to the subject, the book 'Family Games: the 100 Best', edited by James Lowder (Green Ronin Press, \$25—try Amazon) can't be beaten. Unlike your fellow players.

Here are worlds to be explored. Enjoy!



ACKNOWLEDGEMENTS

Dadaist Pursuit by Kevan Davis, Alex Tulloch, Craig Tulloch, Ed Barker, Andrew Ashley and Geoff Ashley.

Guess Who Done It by Meg Pickard.

Jostle by Holly Gramazio and Raven Black.

All other games by Hide&Seek with Kevan Davis and James Wallis.

Illustrations and design by Telegramme Studio - Chris Gove, Robert Evans and James Dow.

iPhone app by Michael Dales.

Edited by Margaret Robertson and Sandra Conway.

Cats herded by Andrew Birley, Peter J. Law, Kim Plowright, Sophie Sampson and Sandra Conway.

Thanks to our Boardgame Hell contributors and our wonderful playtesters and first draft readers.

A lot of the information about the history of Monopoly, Trivial Pursuit, Cluedo and Scrabble comes from that old favourite Wikipedia, but we've also depended on a few books and articles:

Kate Summerscale's "*Cluedo Revamp: Jack Mustard, in the spa, with a baseball bat*", in the Guardian, 20 December 2008.

David Parlett's "*Oxford History of Board Games*", from Oxford University Press, 1999.
The Scrabble Association's online history of Scrabble, at <http://www.scrabble-assoc.com/info/history.html>

History Detectives' Board Games episode, from PBS, 2004.



ABOUT HIDE & SEEK

Hide&Seek is a game design studio that makes things for consoles, phones, browsers, streets, tables and pockets. We founded the UK's first festival of pervasive games in 2007, and since then we've been creating social games and playful experiences for clients in the commercial, public and cultural sectors.

We work with people like the Royal Opera House, the BBC, LIFT, National Theatre Wales, Warner Brothers, AKQA, and more. We make digital things like Tate Trumps, an iPhone app that answers the eternal question: what would happen if all the works of art in Tate Modern came to life, and had a great big fight? We make things in the real world like the Sandpit, a regular night for artists and game designers to try out new ideas.

We think that play is extremely interesting, often misunderstood, and really very important indeed.

<http://hideandseek.net>



WISH WE'D HAD TIME FOR

As we were creating the Boardgame Remix Kit, we ended up with lots of ideas that never quite made it to the big time. If you feel inspired and wants to make the game that fits the title, or if you've got brilliant ideas for your own remix? Drop us a line at bgrk@hideandseek.net and tell us; we'd love to hear from you.

Being George Osborne

A game using the Monopoly board - evict housing benefit claimants from their homes in London and return the money saved to the Banker.

From Each According To His Needs

A collaborative game where all property is collectively owned, and you roam the streets from Old Kent Road to Mayfair in search of bread. (Warning: requires additional loaf of bread.)

Property Ladder

A Monopoly / Snakes & Ladders mash-up. Build houses on the Snakes & Ladders board – the property at the bottom of a snake is particularly sought-after.

In the Library With a Candlestick

Who wouldn't want to live in the Cluedo mansion? Well, anyone with a bladder, for a start – there appears to be no bathroom. ItLWaC sets players exploring the board, searching for a room where they can have a secret wee.

