

# Disorderly

## A trivia game for two teams

### Rules

#### Set Up

Players form two teams, with 1 to 5 players on each team.

Each team takes the A, B, C, D cards of one colour (red or blue) and the appropriate score cards.

The 18 question cards should then be shuffled stacked with the red "Disorderly" side face up.

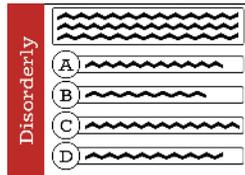
Randomly decide which team will be first to answer a question.

#### Gameplay

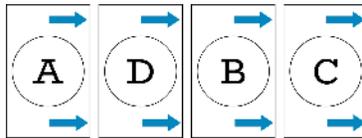
Each round consists of one or both teams attempting to answer one question, and then assigning points for that question.

The rounds work like so:

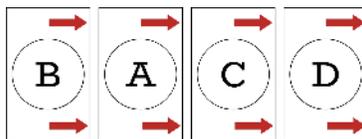
Team A takes the card from on top of the stack and reads the "Disorderly" side of the the card Team B. They must be careful not to reveal the reverse side of the card to anybody.



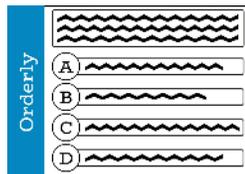
Team B arranges their A, B, C, D cards in the order that they think correctly answers the question.



Team A may now challenge that answer by arranging their own cards in what they think is the correct manner. If Team B is correct, and Team A challenges them, Team B will get bonus points! However, if Team B are incorrect, this is Team A's opportunity to steal the points for the question.

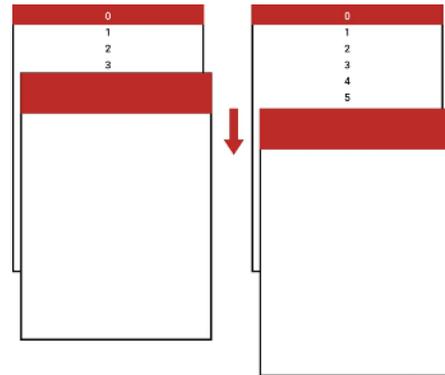


Now, Team A reveals the answer by flipping the question card to the blue "Orderly" side and award points as follows.



- If Team B answered correctly: 2 points to Team B
- If Team B answered correctly *and* were challenged: 3 points to Team B
- If Team B answered incorrectly: 0 points
- If Team B answered incorrectly and team A challenged with a correct answer: 2 points to team A.

Scores are tracked by moving the blank score card down the numbered score card. The highest-value revealed number is the current score for that team.



On the left, the red team has a score of 3 points. They win a round and slide the blank score card down to show their new score of 5 points.

After 18 questions, the team with the highest score wins.

#### Tips

Even if you don't know the answer to a question, it may be wise to pretend that you do, so the opposing team doesn't challenge you.

Likewise, if you definitely do know an answer, pretending that you do not know might trick the opposing team into challenging you and awarding your team more points.