

TATTLER QUIZ

TRADE-MARK

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SALEM, MASSACHUSETTS
NEW YORK - CHICAGO - LONDON
MADE IN U.S.A.

DIRECTIONS AND BOOK OF QUESTIONS

This is a quiz game in which you never have to say "I don't know." If you quietly resort to a guess, no one knows about it, and your guess always has a 50-50 chance to be the right answer.

DESCRIPTION OF GAME

THREE UNIQUE FEATURES make this a completely new card game and one of exceptional fun and interest.

(1) For the first time in any card game the backs of the cards are used as part of the game. The backs are in **two colors**. Each **color indicates the correct answer** to the particular question called for by letter and number on the face of the card.

A **GREEN** back specifies "YES" as the correct answer.

A **YELLOW** back specifies "NO" as the correct answer.

This use of the backs permits everyone in the game, **EXCEPT THE PLAYER HIMSELF**, to know instantly whether the play of a card is right or wrong.

(2) The answers to the questions are not given **with** the questions but are listed in a separate book. Knowledge of the specific answers to the questions is **NOT** necessary in the playing of this game. **The color of the card back gives the correct answer.**

It is recommended that the answer book be used only in cases of argument as to the correctness of a card-color answer. If the answer book is used sparingly, there is nothing in the rest of the play to aid in the memorizing of very many answers to questions and the game will remain fresh and enjoyable for an unlimited length of time. The separation of the answers from the questions also permits the dealer, who holds the question book, to take active part in the play.

(3) The 500 questions used have been selected and drawn up so as to avoid, so far as possible, giving advantage to players who have a lot of specialized information. The answers will be found to depend for the most part on *general information* and good sense, — and frequently on intelligent guess work. Since the only required answer to any question is the choice between "Yes" and "No," every player has at least a 50-50 chance to be right on every play he makes.

RULES

THE PACK

There are 50 cards in the pack. 25 "Yes" cards have **green** colored backs and 25 "No" cards have **yellow** colored backs.

The side of the card in plain green or plain yellow is the **BACK**. The side of the card containing the letter-number combinations is the **FACE**. Each letter-number combination on the face of a card refers to a question bearing the same letter-number in the book of questions.

The smaller cards, also in green and yellow colors, are called **PILOT CARDS**. They are marked green "Yes" and yellow "No" and are placed on the table — green to the left and yellow to the right of each player.

THE DEAL

When a dealer has been chosen, the cards are distributed among the players as follows:

Eight (8) cards each, — 6 or fewer players.

Seven (7) cards each, — 7 players.

Six (6) cards each, — 8 players.

Cards are dealt FACE UP. This is to prevent a player from knowing how his hand is divided as to "Yes" and "No" answers.

THE PLAY

The dealer, who takes charge of the book of questions, calls for numbers from one of the ten letter groups — for example, the "A" group. The player next on the dealer's left must then call out the number in that letter group which appears on the card farthest to the right in his hand — for example, A 18.

The dealer now reads the question opposite A 18 in the list of questions and the player (who does not have to make any spoken answer whatever) plays his card, placing it just below the green "Yes" pilot card or just below the yellow "No" pilot card, FACE UP.

A player must not at any time look or attempt to look at the back of any card in his own hand before the finish of the play of the hand. A player is required when it is his turn to play, to hold his hand so that the color of the back of the card in his hand to his own right can be plainly seen by all the other players.

Instantly, — while he makes this move, — every other player can see whether his play is right or wrong and he can be rewarded with cheers or with boos. The more of this the more fun for all. The play is continued by the player next on the left who now calls out the "A" number appearing on his right hand card, and so on around the table to and including the dealer.

The dealer now calls for numbers from a second letter group. This may be the "B" group or any of the other letter groups as he may choose. The play continues as before until as many letter groups have been called and played as there were cards in each player's hand.

SCORING

Now the cards have all been played and are distributed in piles just below the green and yellow pilot cards. Each player in turn then turns over both his answer piles so that the BACKS instead of the faces are up. The right and wrong plays are now exposed.

All the cards whose backs do NOT match, in color, the pilot cards below which the player has placed them, are WRONG ANSWERS. Credit each player with one point for each question correctly answered — that is, one point for each of his cards that matches the color of the pilot card below which he has placed it.

CONTINUING PLAY

After the score for the hand has been recorded, the deal passes to the player on the left of the last dealer. The new dealer deals the same number of cards as before, takes charge of the question book, and calls the groups of numbers as before. The play continues until each player has dealt a hand. It is a GAME when the deal has gone completely around the table. The player who then has the highest number of points is the WINNER.

OPTIONAL SCORING

If the players choose, GAME may be set at a definite number of points — for example 30, 50 or 100 points, and the play continued until the winning player has reached GAME SCORE.

*Questions on TATTLER QUIZ will be answered
gladly if a three-cent stamped envelope is enclosed.*

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