**Know It or Blow It**

**The Trivia Game for Teams**

**Content:** 288 Question Cards, Game Tray, 2 Pawns

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**The remaining answers.** The reader selects the order in which his or her teammates answer, and play continues with the same rules. So don’t blow it for your team with an incorrect answer.

- After the opposing team has finished answering, the round ends. That team now starts the next round.
- Play continues with a different team captain for each round.
- Some of the answers contain additional information in parentheses that isn’t required for the answer to be correct. We included the extra details, so you could become a bigger Know-It-All!

**Scoring**

- Each correct answer is worth one point.
- Bonus points are awarded if the guessing team is a Know-It-All and correctly answers all questions. That team receives two extra points for being a Know-It-All!
- After teams determine their scores, they move their Pawns ahead that number of spaces on the Game Tray.

**Final Question Space**

- A team does not need the exact number to land on the Final Question Space, but it must stop there.
- On the team’s next turn, teammates must correctly identify all answers on a blue Cold Sweat card.
- Instead of teammates answering individually in a specific order like they did before, everyone can participate!
- If a wrong answer is given, the round is over and the other team takes its turn.

**Winning**

The team who successfully identifies all answers on a blue Cold Sweat card while on the Final Question Space moves ahead to the Winner Space. Each of you is a big Know-It-All!

**Play Example**

- Team 1 has three players, and its Pawn is on yellow.
- A reader from Team 2 picks a yellow No Sweat Card.
  - The subject: 4 months with exactly 30 days.
  - Team 1 has three players, and its Pawn is on yellow.
  - Team 1’s captain, Beth, picks the order that teammates will answer. First, Dan; second, Beth; third, Mary.
  - Dan answers: “September.”
  - Beth answers: “April.”
  - Mary answers: “November.”
  - Now, it’s Dan’s turn again.
  - If Dan says “June,” Team 1 is a Know-It-All and moves ahead six spaces—one for correct answers and two bonus points for completing the card.
  - If Dan says “May,” the opposing team yells: “You Blowed It!” The team doesn’t score any points.
  - If Dan isn’t sure about the correct answer and doesn’t want to blow it, he’ll say: “Don’t Know It.” The team then gets three points—one for each correct answer.
  - The reader then selects a player from Team 2 to guess the answer. If correct, the team gets one point.

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**Rules**

**Object:** Answer three levels of team trivia to be the first team to reach the Winner Space. Everyone on that team is a big Know-It-All!

**Set Up**

- Put the Game Tray in the center of the playing area.
- Place the three stacks of Cards on their proper places on the Game Tray.
- Divide into two teams. It’s okay if one team has an extra player.
- Place both Pawns on Start.

**The Cards**

Each Card has multiple answers, and the color indicates how many correct answers there are:

- **No Sweat (yellow):** 3 or 4 answers
- **Breaking a Sweat (purple):** 5 or 6 answers
- **Cold Sweat (blue):** 7 or more answers

**Play**

- The team with the player who owns the game goes first, and the oldest player on each team is the captain for the first round.
- A player from the opposing team draws a Card matching the color of the space occupied by the guessing team’s Pawn. The first space is yellow, so the top yellow No Sweat Card is picked.
- The reader says the subject at the top of the Card. For example, it might say: 4 months with exactly 30 days.
- The guessing team’s captain now picks the order in which teammates, including the captain, will answer.
- Each teammate may give only one answer at a time.
- The first team member chosen answers first; the second team member answers second; and so on. If you need four answers and have only three teammates, the first person will answer again after other teammates have taken their turns.
- On your turn to answer, you’ll either Know It or Blow It! If you know a correct answer, just shout it out. If you’re right, the next teammate answers. If you don’t know it, you have two options:
  - You can guess. But if you’re wrong, the opposing team will yell “You Blowed It!” and your team gets ZERO points for that round.
  - You can say “Don’t Know It!” That ends your team’s turn, but your team still gets points for any previous correct answers.
  (See “Scoring”)
- When a player from the guessing team either says “Don’t Know It!” or answers incorrectly, the opposing team has a chance to guess.

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**For 4 or More Players in Teams**

**Ages 10 to Adult**

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