

The Five and a Half Questions Everyone Must Answer Card Game

A Game of Discovery and Discussion

Introduction:

The QA55 card game promises to develop within you a better understanding of yourself, as well as others. It will also develop your listening skills, as you hear about others and how they think. This is a thinking game, so don't rush your answers. You have the option to skip the game and just use the cards to spark some great discussion. Determine first if you wish to play the game or just use the cards to have a great discussion. If you choose to play the game, it is best played with no more than 6 players. More than that will result in a much longer game. If you find a question to brood, the person who drew the card will address it from their perspective.

2-10 Players

30 - 90 Minutes to Play (depending on the number of players)

Age Recommendations: 14 & Up

Contents:

- A deck of 54 cards:
- (3) Steal Cards, (1) Why Card, (10) Strength Cards, (10) Weakness Cards, (10) Passion Cards, (10) Brand Cards, (10) Belief Cards
- (1) Six-sided die, (1) 30-second sand timer.
- These instructions / video tutorial via QR Code on back of box

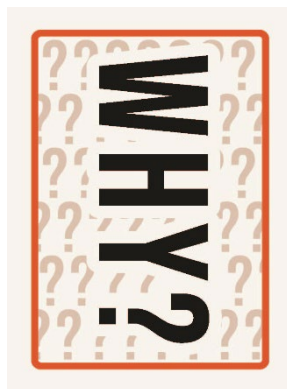
Object:

Each player competes to obtain one of each category card: Strengths, Weaknesses, Passions, Brand, & Beliefs

Game Setup:

1. Shuffle the cards. Place them face down, creating the draw pile.
2. Place the "Why" Card in the center of the players.
3. If you have more than 2 players, you will have to choose one player to be the Moderator. The Moderator role is to ensure that the questions are answered in a timely fashion (they may use the optional 30-second timer) and that everyone gets to share during group discussion. When it is the Moderator's turn, the person to their left will be the acting Moderator.
4. Play starts with the player to the left of the moderator, or if there are only two players by the high roll of the die.
5. If you do not understand a question, you can ask the other players for help, after all it's all about working together!

Game Type Cards: Question, Why? & Steal!



Question Cards:

The top section contains 3 questions that relate to the card category. For example, if the card category is "Strengths" then questions 1 to 3 will deal with strengths. These questions give players a chance to earn the card. The bottom section is composed of 3 mixed questions that address a random combination of relationships, critical thinking, purpose, identity, what if and fun questions. Of the 3 bottom questions only questions 4 & 5 give players a chance to earn the card. Question 6 is a group discussion questions meant to engage the group.

Gameplay Instructions:

- The game is played in a clockwise rotation, starting with the player to the immediate left of the chosen moderator. (If there are only 2 players roll the die to determine who will go first.)
- When it is your turn, draw a card.
- If you draw a Question Card from a category you do not have yet:
 - Roll the Die
 - If the die reads 1, 2 or 3 you will answer the corresponding question yourself. Answering the question earns you the card. If you decide not to answer the question you will not earn the card.
 - If a player gives a close-ended answer (yes, no, etc) to the question without explaining "why", any other player may grab the **WHY?** card to ask the player in turn why they answered the way they did. If the player in turn cannot or will not answer the **WHY?**, they must forfeit their card to the player holding the **WHY?** card. If the player that uses the **WHY?** card already has the category of the card in question, they can trade with another player for a card they still need to secure at that time, or hold for another time when it is their turn to trade with another player. If, however, the Moderator determines the original player addressed the question well, then play continues. Once completed, the **WHY?** card is returned back to the center and normal gameplay instructions are followed.
 - If you roll a 4 or a 5 you will roll the die one more time. Count out, beginning on your left, the number on the die and give that card to the player that the count lands. They will have an opportunity to win that card following normal play. It is permissible for the original player could end up with the card.
 - Note: If you roll either a 4 or a 5 it could lead to a player having two turns in a row, that is ok.
 - If you roll a 6 all players will answer the question. Since these are group discussion questions, nobody earns the card and it is placed in the discard pile.
- If you draw a Question Card from a category you already have, place the card in the discard pile. You have lost your turn!
- If you draw a Steal Card you are given the chance to steal a question card from another player.
 - Select the card you will steal from another player. Follow the normal instructions for a Question Card.
 - If you do not earn the card, according to the rules, return it to the player you attempted to steal it from.
- When the deck is finished the discard pile is shuffled and regular game play resumes.

Winning the Game:

1. Once a player has earned question cards from all 5 categories, they will no longer draw cards on their turn. Instead, the player in this position will roll the die.
2. If they roll anything other than a 1 their turn is skipped. However, if they roll a 1, that player has gained access to the "Why" card and is given the opportunity to win the game.
3. In order for the player to complete the win they must recall one thing each other player said during discussion throughout the game. If they listened well and can share a correct response with each player, they will be declared the winner!
4. If they miss one or more, the **Why?** card is returned to the middle and the game continues. That player must again roll a 1 to have a chance to win the game.