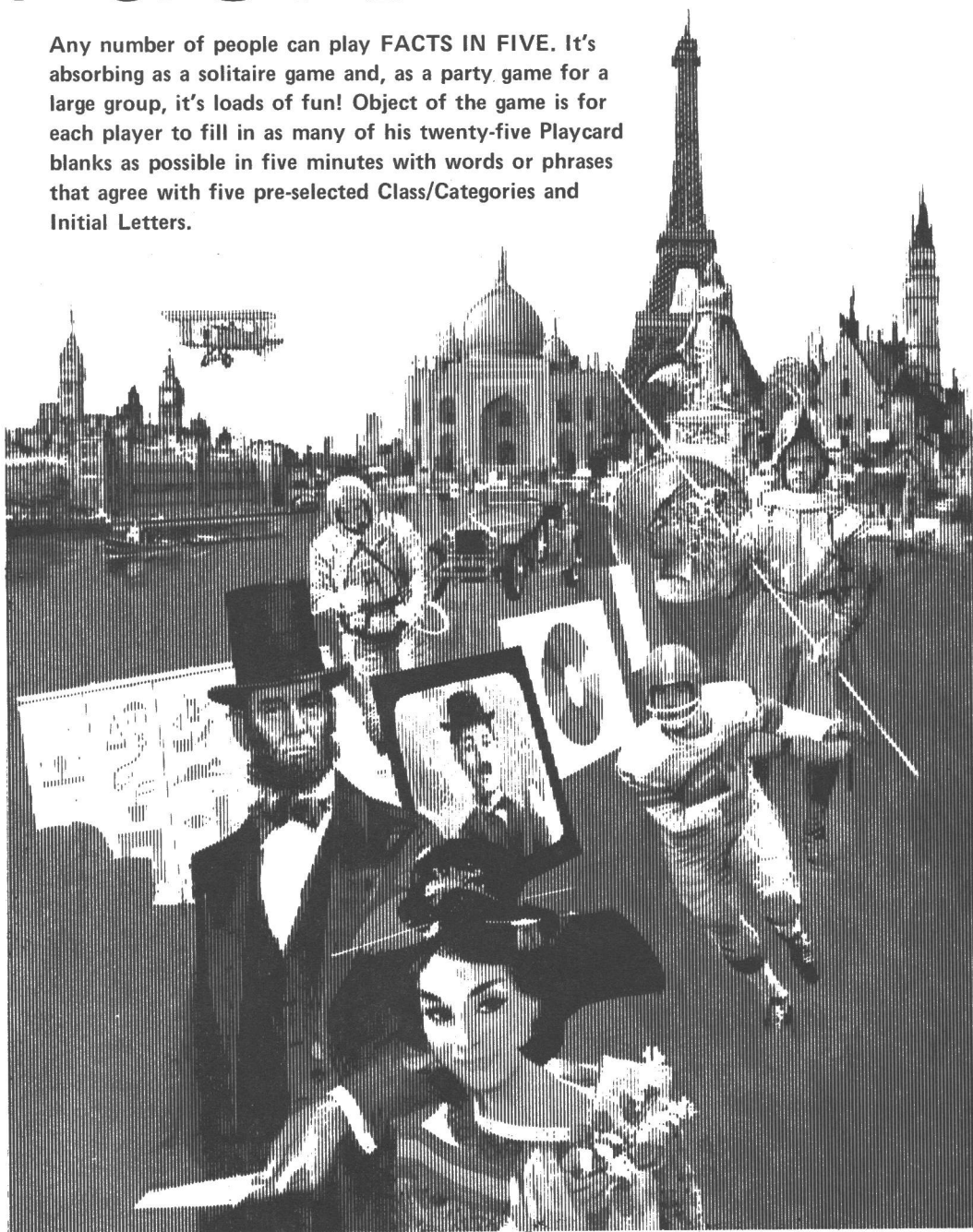


FACTS IN FIVE®

Any number of people can play FACTS IN FIVE. It's absorbing as a solitaire game and, as a party game for a large group, it's loads of fun! Object of the game is for each player to fill in as many of his twenty-five Playcard blanks as possible in five minutes with words or phrases that agree with five pre-selected Class/Categories and Initial Letters.



SETUP

Place storage tray in center of table. Shuffle card deck and replace, face down, in tray; insert Timer upright in holder.

If five or more are playing, elect a Director to oversee the general progress of the game. He appoints two assistants — one to draw the letter tiles for each round and one to handle the Timer and signal the start and stop times of each round.

PLAY

The standard game consists of five rounds (for a shorter game, see *Variations*). Each player begins the round with a blank Playcard on which he writes his name, the game and round numbers. Each round of play consists of the following, in order:

1. **DRAWING CARDS.** A total of five cards are drawn from the deck. Drawing begins with player to Director's left and rotates clockwise. *When five play*, each player draws **one card**. If *fewer than five play*, some players will draw **more than one card**. When there are *more than five players*, those not drawing a card in the first round will begin the drawing for the second round.

2. **ANNOUNCING SUBJECT MATTER.** From his card, each player selects and announces a **Class** of subject matter. Some cards list only one Class while others give players a choice of several Classes (see card examples in storage box lid). Player may also select one **Category** within that Class; selecting a Category is optional unless otherwise indicated by card. As each selection is announced, all players write them in the five **Class/Category** blanks on their Playcards. The five used cards are then set aside.

When fewer than five play, players with more than one card may select only one Class/Category from each card.

3. **DRAWING LETTER TILES.** A total of five letter tiles are drawn blindly and, as each is announced, all players write them in the Initial Letter columns of their Playcards. If a wild letter tile (⊠) is drawn, it is marked accordingly on the Playcard.

At this point, Playcards of all players will be identical. The five letter tiles are returned to the tray and mixed.

4. **MAKING ENTRIES.** After the Timer is set (turned over), each player attempts to enter a word or phrase in each of the 25 blanks on his Playcard. Each entry must agree with or fit the *Class/Category* at the top of that column and its "Key Word" must begin with the *letter* at the left of the row in which it is written. A specific entry may be written only *once* on the Playcard even though it may be valid in another blank.

written in the box beneath the column. This process is repeated for each of the four remaining columns.

The scorer now totals the checks for *each* horizontal row, squares the figure and enters the result in the box immediately to the right of the row.

Special Score. Next, all five numbers in the boxes along the bottom of the Scoring Table are added and the total is written in the box marked "Special Score." This score is a comparative index of the depth of a player's factual knowledge and his ability for quick recall *within specific classes* of subject matter.

General Score. All five numbers in the boxes at the right are added and the result is written in the box marked "General Score." The General Score is a comparative index of the extent of a player's factual knowledge and his ability for quick recall *across many different and unrelated classes* of subject matter.

Total Score. The Special and General Scores are added together and the total is written in the "Total Score" box. This score is strictly a numerical value which gives a comparative index of a player's ability to complete more valid Playcard entries than any other player. Theoretically, a player could score 250 points per round; however, any score over 100 points per round is generally above average. (A score of 50 might be considered very high with a difficult combination of letters and classes.)

CLASS	WORLD LEADERS/RULERS	BOOKS OF BIBLE	COLLEGES UNIVERSITIES	STAGE/SCREEN PERSONALITIES	EDIBLE PRODUCTS
CATEGORY	KING	OLD TESTAMENT	AMERICAN	LIVING	FOOD SEASONING
INITIAL LETTERS	C KING CHARLES THE FAIR ✓	I CHRONICLES ✓		CAROL CHANNING ✓	CINNAMON ✓
	M MACBETH ✓	MATTHEW ✓	MASS. INSTITUTE OF TECH ✓	LEE MARVIN ✓	MACE ✓
	E KING EDWARD VIII ✓	EXODUS ✓		DALE EVANS ✓	EVERGREEN
	* KING RICHARD III ✓	GENESIS ✓	HARVARD ✓	FRANK SINATRA ✓	NUTMES ✓
	L KING LOUIS XIV ✓	LEVITICUS ✓	UNIVERSITY OF LOUISVILLE ✓	MICHELE LEE ✓	

FACTS IN FIVE PLAYCARD

PLAYER/TEAM ELAINE/KAREN	GAME NO. 1
	ROUND NO. 2

SCORING TABLE

✓	✓	✓	✓	✓	→	25
✓	✓	✓	✓	✓	→	25
✓	✓	✓	✓	✓	→	25
✓	✓		✓		→	9
✓			✓		→	4
↓	↓	↓	↓	↓		
25	16	9	25	9		

GENERAL SCORE **88**

SPECIAL SCORE **84** TOTAL SCORE **172**

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SAMPLE SCORING ILLUSTRATION

After all Playcards have been scored, scores for each player are recorded on a Master Score Card sheet under the player's name.

ENDING THE GAME

When the five rounds have been played, all scores on the Master Score Card sheet are added to arrive at the Grand Totals for each player. Highest Grand Total score in each classification determines the winner for each. One player may win in all three classifications or three different players may each win in one classification.

VARIATIONS

After becoming familiar with the game, players may wish to add one or more of the following variations:

- **SHORTER GAME:** For a shorter game, players may elect to play less than five rounds. They may also shorten the game by playing to a Total Score of 150 points. Large groups will find the game will be shorter if they play in teams rather than as individuals (see *Party Game*).
- **PARTY GAME:** An excellent variation for party groups of eight or more. Players divide into teams of two or more players. (Teams may consist of men versus women, couples versus couples, etc.) A Director is elected; he appoints two assistants — one to draw the letter tiles and one to handle the Timer. Each team receives one Playcard for the round. A total of five cards are drawn, *one by each team*. If there are fewer than five teams, some teams will draw more than one card; if there are more than five teams, those not drawing a card in the first round will begin the drawing for the second round. All team members help decide which Class/Category will be announced. Play then proceeds in the usual manner. When filling in their Playcards, teams should be careful that opponents do not hear them discussing their entries.
- **VERIFYING ENTRIES:** This game variation uses any available reference books (almanacs, dictionaries, encyclopedias, etc.) to resolve disputes arising out of challenged or invalidated entries. Entries that cannot be verified by reference books are then subject to a majority vote in the usual manner.
- **FORCED CATEGORIES:** This method requires that wherever an option exists all players must choose a Category as well as a Class from the cards. This adds a degree of difficulty to the game and is recommended for advanced players.
- **COMBINED CATEGORIES:** Two or more related Categories within one Class may be chosen to form a *single combined Category* to make play more difficult. For example, if the Class is "Military Figures," the player could combine the Category "U. S. Generals" with the Category "During World War II." Only entries which fit both Categories ("U. S. Generals during World War II") would be valid.

- **SINGLE INITIAL LETTER:** In this variation, only *one letter* is drawn for each round. Players must then use the same Initial Letter for all five rows. Some of the more difficult letters (such as "Q" or "X") and wild letter tiles may be removed before attempting this method.
- **CHILDREN'S VERSION:** When children play, they should use only the Class even when they are competing with adults who have chosen a Category. This will help to equalize the difference in knowledge between the child and the adult.

NEED REPLACEMENT PARTS? Playcard pads available @ \$1.75 per set of 2, Master Score Card pad @ \$.25, Letter Tiles (complete set) @ \$.25, timer @ \$.25, complete deck of Class/Category cards @ \$2.00. Send order plus \$.25 for postage and handling to: FACTS IN FIVE, 3M Company, Box 33350, St. Paul, MN 55133.

