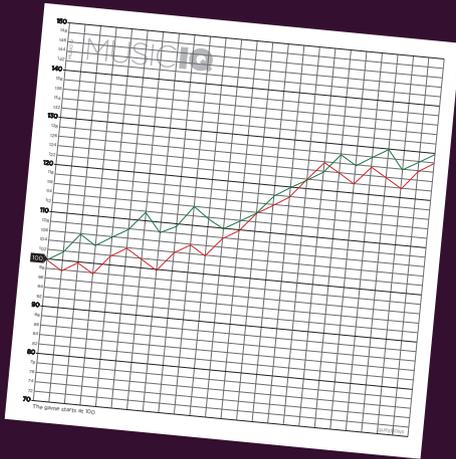


## HOW TO USE THE SCORING CHART

The clerk records all scores on one scoring chart, using a different colored pencil for each team. All teams start with a score of 100, and positive and negative points are added to the chart using upward or downward diagonal lines, one question at a time. Overlapping zig-zags emerge as teams reveal who truly knows the most about music!



— Team 1  
— Team 2

### THE PEOPLE BEHIND MUSICIQ

**Concept of the game:** Hadi Barkat, Sébastien Pauchon

**Graphic Design:** Agathe Altwegg, Roxanne Borloz

**Content:** Hadi Barkat, Mario Schwery, Anja Wrede, Barbara Wrede, Marieke Kratz, Lizzie Arden

**Translation and proofreading:** Jean-Paul Käser, Claudia Kull.

This is the first edition of MUSICIQ.

HELVETIQ Côtes de Montbenon 30, CH-1003 Lausanne

www.helvetiq.ch · info@helvetiq.ch

# MUSICIQ

## RULES FOR 4 OR MORE PLAYERS

### GOAL OF THE GAME

Teams compete against each other for the highest Music IQ.

### GAME MATERIAL

200 two-sided cards (400 multiple-choice questions)

1 scorepad

4 colored pencils

### SET-UP

1. Divide into teams of two or more players without exceeding a total of four teams.
2. Nominate one player to be the “clerk.” The clerk will act as scorekeeper while also competing as a member of his team. The clerk receives the scoring pad and colored pencils, and keeps track of all team scores on one scoring chart throughout the game.
3. The clerk randomly selects 24 cards from the deck. Only these cards will be used during the game, so set aside the remaining deck.
4. Decide as a group whether the game will be played using the red or yellow side of the cards (the red cards are generally a little easier).

### INSTRUCTIONS FOR PLAY

The game is played in two rounds. In each round, team members take turns reading out questions to each other, and teams earn positive or negative IQ points based on their answers and chosen scoring options. The clerk marks the scoring chart after each card has been played.

## 1<sup>ST</sup> ROUND

1. The team with the youngest member starts the round. A player on that team takes the first card from the front of the deck. He is the “caller” and his team members are the “answerers” who will be asked the first question. Players take turns being the caller, passing the role to each other in a clockwise direction within each team.
2. The caller reads the question to himself and decides whether or not to read the multiple choices aloud to the answerers. He announces his decision and then reads the question aloud accordingly.
3. The answerers call out their answers, and points are awarded or deducted based on the following scale:
  - a. A correct answer without multiple choices earns the team 4 IQ points.
  - b. A correct answer with multiple choices earns the team 2 IQ points.
  - c. An incorrect answer causes the team to lose 2 points.
4. The clerk marks the positive or negative points on the scoring chart.
5. The caller discards the card to the middle of the table and passes the deck to the team on his left. The round proceeds as described until all questions have been answered once.

## 2<sup>ND</sup> ROUND

1. The clerk collects all the discarded cards from the middle of the table and shuffles them for a newly-ordered deck.
2. The team to the left of the team that ended the first round will start this round. The caller on that team takes the first card from the top of the deck, and reads the question to himself. He must decide whether to read aloud a) only the single-underlined words that appear in the question; b) both the single- and the double-underlined words. He announces his decision and then reads the question aloud accordingly.
3. The answerers call out their answers, and points are awarded on the following scale:

- a. A correct answer with the single-underlined words earns the team 4 points.
  - b. A correct answer with the single- and double-underlined words earns the team 2 points.
  - c. An incorrect answer causes the team to lose 2 points.
4. The clerk marks the positive or negative points on the scoring chart.
  5. The caller discards the card to the middle of the table and passes the deck to the team on his left. The round proceeds as described until all questions have been answered once.
  6. When the second round ends, the game is over, and the clerk announces which team has scored the highest Music IQ.

## RULES FOR 2-3 PLAYERS

### Option 1

Only the first round is played as individuals compete against each other for the highest Music IQ. Play and scoring proceed as described above, but with the answerer (not the caller) deciding whether or not the multiple choices will be read aloud.

### Option 2

Players form one single team, and together they try to earn the highest possible Music IQ score.

The Star ★ shows  
the right answer

