

Play-Doh's Cave

Version 3.0

Equipment:

- Colored modelling clay, Scoreboard, Riddle Mat,
- Scoring markers, Game and Start Marker, Interrupt Cubes,
- Timer, Toothpicks, Pencils, and Paper.

Overview

Each player molds a number of riddles out of clay. Players then get opportunities to ask yes/no questions, secretly get letters, and guess the other players' riddles. Players get points for correctly guessing riddles, **and for making riddles that are not too easy, but not too hard**

Riddles

Each of the players receives one color of clay. The players have 10 minutes to mold two riddles using the clay. In a four player game, each player should mold three riddles; in a three player game, four riddles. If there are more than six players, players should pair up into teams and each team member molds one of its team's riddles. **A riddle is a word.** The sculpture may depict the riddle, be a portion of the riddle, show more than just the riddle, or may just be related to the riddle. A guess will only be correct if it specifies the riddle's **exact word**. For example, if the riddle was "revolver", guesses of "gun", "pistol", or even "revolvers" would be incorrect. Spelling errors are ignored. **To gain the most points, players must make riddles that are not too easy or too hard.** They should require a number of yes/no questions and letters before they can be guessed. Once all riddles are sculpted they should be placed in the middle of the table on the riddle mat, which can be rotated so players can see the riddles from any angle.

Playing the Game

At the beginning of the game, place the game marker on the space marked "Start" and the players' scoring markers on the scoring track at "0". Each player also receives an interrupt cube. The youngest player receives the start marker and will go first on the first round. Play alternates between **letter rounds** and **question rounds**. In each round players take their turns in clockwise order beginning with the player with the start marker.

Letter Round

Each player, in turn, may ask for a letter in another player's riddle. For example, "What is the first letter of this riddle?", or "What is the second consonant of this?" The player owning the riddle secretly writes the inquired letter on a scrap of paper to be shown only to the requesting player. An answer of "-" means there is no such letter. At the end of the letter round advance the game marker one space toward the end. In a five player game when advancing the marker, skip the spaces labeled "5P".

Question Round

Each player, in turn, has thirty seconds to ask yes-no questions of other players' riddles. The owning player must answer the question **truthfully and quickly** using one of the following answers: "Yes", "No", "Maybe", or "Irrelevant". If the answer requires some thought, then the answer should be "maybe". The questioner may ask any number of questions of any number of riddles, but may not ask any questions about the letters or number of letters in the riddle. At any point the player may stop the time, or continue until time runs out, and then make a guess of one of the riddles. The guess is written secretly on a scrap of paper and given to the owning player. If the guess is correct, both players score points and a toothpick is stuck into the riddle. If this is the riddle's second toothpick, then the riddle is removed from the game.

At the end of the question round, if no riddle was correctly guessed by any player (including the use of interrupts), the game marker is advanced one space. Finally, the start marker is passed counter-clockwise, so the last player becomes the starting player.

Scoring

Points are only received after a correct guess and are determined by the position of the game marker. The player that guessed correctly receives the top number in the game marker's column, while the player owning the riddle that was guessed receives the bottom number.

Interrupts

A player may use an interrupt to pause the game and guess a riddle. Correct guesses are scored normally. **A player may not interrupt someone else's interrupt, nor between the time when a player's question time has stopped and they finish their guess.** When only one player has an interrupt remaining, all players are given an additional interrupt.

Game End

The game ends immediately when one of the following happens. (a) The game marker advances to the space marked "End". (b) A player has already successfully guessed all the remaining riddles apart from their own, and so has no more riddles to guess. The player with the most points is the winner.

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