

GAME RULES

Here are the step by step instructions on how to play the King of Quotes card game.

3 super simple rules on how to play - First team to 10 points wins:

1. Each player picks a team, either Freedom or Power. Equal players on each team.
2. Lay out all historical figures cards face up, blue team Freedom, red team Power.
3. Each player pulls a Quote card, guesses which historical figure said it to get a point for their team.

Details on how to setup King of Quotes:

1. Each player joins either Freedom, or Power, best if each team has equal players
2. Shuffle all 120 Multiple Choice Quote cards and put them face down on the table in their own pile (You can do this only if you want "Fast Play")
3. If you want "Full Play", Shuffle all 240 Guessing Quote cards in addition to pile of Multiple Choice Quote Cards and put all face down on the table in their own piles
4. Shuffle all 22 Impact cards, put them face down on the table (only for full game)
5. Shuffle all 36 Clue cards and put them face down on the table (only for full game)
6. Lay out the tracking game board, with 2 playing pieces
7. Lay out 15 blue Freedom historical figures cards face up, 5 rows by 3 cards
8. Lay out 15 red Power historical figures cards face up, 5 rows by 3 cards
9. Place each of the 30 black and white historical figure cards under each of the colored historical figures cards
10. Optionally lay out the 15 organization cards in 5 rows by cards face up
11. Have a timer ready
12. Have the quote answers ready

Now the game playing area is setup, and you are ready to begin play.

Details on how to play King of Quotes:

1. Choose if team Freedom or team Power will go first, and the player who will go first.
2. Each turn bounces from team to team, alternating between players from each team.
3. FULL GAME ONLY: The player whose turn it is picks up an Impact card, and reads this privately, for their eyes only. They must use this Impact card for this turn.
4. FULL GAME ONLY: Player can select Guessing Quote, or Multiple Choice Quote.
5. Player picks up 2 quote cards from the quote cards, reads them loud to everyone.
6. This player has to select one of these 2 quotes after reading them both, within 10 seconds. Their other team members can make suggestions on which quote to pick. The non-selected quote is put into the discard pile, where used quotes go.
7. The timer is then turned on for 60, 90 or 120 seconds (depending on the group) giving them time to select a historical figure from either the Freedom side or the Power side, who they think said the quote.
8. The player and team can use Clue cards they have to help guess the historical figure.
9. Alternatively, they can just pick either Freedom or Power as the source of the quote.
10. Each player must provide an answer within the time, they can consult with other team members, but cannot consult online, nor look up the answer, they can only talk with their own team members.
11. It is the final choice of the quote card holding player, they decide the final answer.
12. The opposing team can optionally discuss and elect if they want to challenge the playing team, so that when the playing team member provides their answer, the challenging team then has the opportunity to share their answer - it cannot be the same answer as the playing team.
13. Whichever team is right or wrong, gets or loses the point(s).
14. If the player chose a Guessing Quote, and they are right, they get 2 points plus any bonus points, and bonus a clue card to help their team with their next quote.
15. If the player is right, they keep that quote on their side.
16. If the player gets the right answer, by picking the right historical figure who said that quote, they take that historical figure's card off the board. Now they have that figure's card, and it's attached quote(s) - until another player guesses a correct quote from that same historical figure, allowing them to take that figure from that player!

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Answer options for the player whose turn it is with the Quote card:

- A. Answer just by picking Freedom or Power and hope to get 1 point - no challenge for this answer.
- B. Select from the multiple choice historical figure options, aiming to get 2 points (no clue card is won) - this answer can be challenged by the other team, who can also look at the quote card answer options.
- C. Try and guess from the quote number on the card who the historical figure is, using any clue cards, aiming to get 2 points and a clue card - this answer can be challenged by the other team, who can also look at the quote card answer options.

How points are calculated - move the teams playing piece up and down the tracking board:

- 1 point for getting the right side (either Freedom or Power)
- 2 points for getting the right historical figure - challenging team can also get 2 points
- Bonus point if right historical figure is from their own side = 3 points
- Minus 1 point for getting the wrong answer - challenging team can also lose 1 point
- Any additional points from an Impact card
- Optionally - any additional points by taking a historical figure (and it's quotes) from the opposing team
- Optionally - any points from selecting a correct Organization card

Winning Team - First team to hit 10 points wins, or they win if the other team hits negative 10 points first.

There are 2 versions of the game:

1. Fast play game set, that has 120 Multiple Choice Quotes, and no Impact or Clue cards. Simpler to play.
2. Full play game set, that has both the 120 Multiple Choice Quotes plus the 240 guessing Quotes (360 Quote cards all together), with impact and clue cards.

Optional ways to setup and play - better to uses after playing the standard rules a few times:

- A. Optionally you can mix multiple choice quotes with the guessing quotes.
- B. Optionally you not use the pre-selected red and blue teams, but instead, select which historical figures should go on each side. Playing like this, each player can take a turn in picking a historical figure for their own teams side.
- C. Optionally if a player is right with their answer to a quote card, and the other team already has that historical figure taken off the board, this new winning player can take that historical figure away from the opposing team, along with it's attached quotes. These quotes are added up, and this new winning team who took that historical figure gets a point for each quote attached to that historical figure. The team who lost the historical figure do not lose the points, they only lose the historical figure.
- D. Optionally after winning a quote card, before their turn ends, that player can elect to select an Organizational card, trying to pick which Organization that specific historical figure belonged to. If they are right, they take that Organization card and they get a bonus point. If the Organization was already picked by the opposing team, and the player gets it right, they take the Organization off the opposing team, winning an extra point. The opposing team does not lose the point.
- E. Optionally you can play to see who hits 20 points first or even 30 points first.