

THE 50-50 GAME RULES

The 50-50 Kenyan Board Game is an exciting, entertaining, fast-paced, word guessing game, celebrating over 50 years of Kenya's culture. The game which aims to create a fun way to relive memories of our beautiful country focuses on People, Places, Events, Historical Figures, TV/Radio Stations, Schools, Brand Names etc. all in relation to Kenya and parts of Africa.

The theme of the game "Kenya in 50 seconds" sees players generally competing in different teams, guessing words from another team member's explanation with the aim of getting as many answers as possible in 50 seconds. The game can be played by 4-20 people and up to 5 teams with an average of 3 people per team.

OBJECTIVE

The objective of the game is for a team to accumulate 500 points before the other team/s. Points can either be gained through the number of questions answered from the question cards, or lost through some of the Supreme Court cards.

GAMEPLAY

Each team chooses a game token which will be used to move around the board. At the start of each round, place the Supreme Court cards on the board. The players then randomly assign one person as the Supreme Court Judge who will be responsible for keeping score for all the teams in the notepad provided. Points gained or lost for each team are recorded

under the GAIN or LOSS sections for the specific team.

To begin the game, the starting team throws the dice and advances its token on the board by the number of dots indicated on the dice. Should the team land on a red or black square, the caller will be required to select a maximum of 2 cards from the card box and begin to give clues to words on the corresponding colour of the square i.e. should you land on the red square, the caller will give clues to words on the red side of the cards and vice versa. The other team will then turn over the 50 second sand timer to begin timing the specific round. Alternatively, should you land on a white square, the team will be required to carry out the action stated on the square and then continue with game play, with the flexibility to either give clues to words from the red or black side of the card.

The Caller will proceed to give clues to his/her team prompting them to mention any of the 20 words printed on the cards. Clues are generally short with a strong emphasis on synonyms and associations of definitions that would best describe the word without mentioning the word itself. For example, if the answer is "Nairobi", the clue might be "The capital city of Kenya". Another possible clue might be, "Oscar Award-Winning Kenyan actress" to which the answer would be "Lupita Nyong'o".

N.B: The Caller may only use speech to prompt his or her team mates. Gestures or drawings are not allowed. The Caller may not say part of any word on the card for example "Mountain" as a clue for Mount Kenya.

Players may not point to anything and the hints given must not rhyme or be an abbreviation of any word on the card.

Should the Caller accidentally mention a word on the card, that particular word is omitted from play and the Caller moves on to give clues to the remaining words on the cards. For those words written in Swahili, the caller can speak in Swahili to describe the word on the card. The Caller can move on to the next word if team mates are taking too long to guess a word or if they do not know the answer to the questions asked. There is no limit to the number of guesses players can call out. Players can also give answers to a word even after the caller has passed onto another word as long as it is within 50 seconds. Once the timer runs out, the Supreme Court judge will then award a total of 5 points for each correct answer and write the total for the specific team on the notepad provided.

SCORING

Each correct word answered carries 5 points. Points are tallied from the total garnered by correct answers to word descriptions and the additional points gained or lost from the Supreme Court questions. The game ends when the first team gets to 500 points.

SUPREME COURT

Should the team land on a Supreme Court box, (marked on the board with the Supreme Court logo) they will be entitled to pick a Supreme Court card and follow the instructions given. Once the team lands on the Supreme Court square and carries out the instructions indicated, the caller can go ahead and pick 2 cards and

continue with gameplay unless stated otherwise on the card. Once used, Supreme Court cards are then placed at the bottom of the pile.

IMMUNITY TOKEN

Should a team receive the "immunity token" card, the team can keep the card and use it at any time in the game to steal points or an immunity token from another team, or gain an extra turn in any round. The points stolen from a rival team can only be those gained in a specific playing round e.g. if a team gets 45 points in a given round, any team holding the immunity token can opt to play the card and steal all 45 points from opposing team. The immunity token can only be used ONCE and returned to the bottom of the Supreme Court pile after use.

EQUIPMENT

- 190 Cards Each with 10 Words on Each Side, 20 Words per Card
- 50 Supreme Court Cards
- 5 Game Tokens
- One 50 Second Sand Timer
- One Notepad for Keeping Score
- One Die
- Playing Board
- Rules Leaflet
- 5 Block Cards



KENYA
IN 50 SECONDS