

iKNOW[®]



The trivia game
everyone's been dreaming of

TACTIC is pleased to present a brand new trivia game innovation, *iKNOW*. Our aim was to create a trivia game that is not dominated by one know-it-all, but where everyone gets to take part throughout the game – and everyone has a chance to succeed!

iKNOW offers players a unique game experience. The clues lead the players step by step to the right answer, and give the players interesting insights to every single phenomenon in question. The two-pronged game mechanics make it possible for everyone to go far without a mass of trivia knowledge. Just make the right guess about how the other players will do, and you're on your way!



Trivia games enjoy enduring international popularity, but with a largely homogenous selection currently in the market, *iKNOW* brings something quite new to the mix.

The vast question material consists of universally interesting questions, as well as tailor-made questions that are local to each country, and the game mechanics activate everyone to play and enjoy themselves – regardless of how much they know.

iKNOW brings people a brand new trivia game experience. The *iKNOW* brand is designed to appeal to a wide demographic that knows what they want – a stylish, entertaining and intelligent game that will grace any home. It is a high-end product that conveys quality in look as well as content.

These values will attract buyers in every single country.



A simple description of the rules of *iKNOW*

- One player acts as the reader for the round. The reader picks the question category for the first round, and reads the question aloud – but no clues yet!
- The rest of the players decide how many clues they want to hear before answering the question, and place their *iKNOW* tokens on the game board accordingly. The fewer clues you hear, the higher you'll score for a right answer!
- Now you get to guess how the others will do. Use your knowledge of the other players, and guess whether or not they will know the answer.
- The reader reads the clues aloud, and the players answer the question. Nothing keeps you from using the same answer as another player, but are you sure they got it right?
- Once everyone's answered, the correct answer is read aloud. Right and wrong answers, as well as correct and incorrect guesses are checked and the players are awarded chips accordingly.
- You get three chips for answering the question correctly on level three; two for answering it correctly on level two; and one for answering it correctly on level one. You don't lose any chips for a wrong answer, but you do lose one for an incorrect guess about someone else's success.
- The first player to win 20 points worth of chips is the winner!

"The two-pronged game mechanics make it possible for everyone to go far..."





Contents: 400 cards, game board, *iKNOW* tokens (x 6), *iBET* tokens (x 6), category token, game chips(25 x black, 25 x white) and rules.

www.iknowgame.net

Sales Requests

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