

NOTES ON PLAY

- Many of the questions are open to interpretation...and there are NO right or wrong answers. Just write neatly!
- Players will collectively decide how much time they spend writing answers and guessing “who said what”.
- We tried our best to include 250 of our “best” questions, but if you don't like the question you're supposed to read OR you have already played the question from a previous game night, simply pick any of the other questions on the card (except the dark blue question). Just make sure you only double points for the round if the die landed on the starred side or the original question had a star next to it.
- The dark blue questions are purposely designed to not elicit “favorite” answers. We also thought it would be good to (a) have turns that only benefit the roller and (b) give players a break from trying to be creative with every answer...so long as your answer is not so obvious that the roller immediately knows it's you.
- If you and your fellow players collectively decide you want to choose a favorite on the bottom dark blue question, that's fine with us. Just make sure you decide at the start of the game or the start of a new round.
- Do not write on the back of your answer sheet. (Players will know that it's your answer sheet.)
- You can print new answer sheets from the Loaded Questions® Greatest Hits page at **AllThingsEqual.Games**, where you can also (a) discover all of our creative / humor-based games, (b) get a better sense of who makes this game, and (c) send us questions and/or super positive feedback.



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loaded questions®

GREATEST HITS

30-45 MINUTE GAMEPLAY • AGES 10-ADULT • 4-6 PLAYERS

OBJECT

Enjoy yourself...and be the player with the most points after 3-4 full rounds of play (depending on the # of players). Points are scored by (a) matching players' answers correctly on your turn and (b) writing the favorite answer on other players' turns.

CONTENTS

The Loaded Cube (our “clever” name for the custom die), Answer/Score Pad, 6 Pencils, and 50 Playing Cards featuring 250 of our best new and classic Loaded Questions®

*One of the top four questions on every card is starred to signify double points.

*The ⓪ symbol at the end of every dark blue question reminds players there is no favorite answer picked on the turn.

- What would you not expect to find in a safe?
- What superpower is not very super? ★
- If you had a pet monster, what would you name it?
- What award would you not want to win?
- If you had a time machine, where/when is the first place you would visit? ⓪

SET-UP

1. Shuffle the cards and place them facedown in the middle of the play area.
2. All players take an answer sheet and pencil and write their name (or nickname) at the top of their answer sheet.
3. The shortest player takes the box top and turns it over for a personal rolling area (The Playpen), before grabbing the die and following the rules on the next page to start the game. Play moves clockwise.

ON YOUR TURN

1. Roll the die in The Playpen, pick the top card, and read aloud the corresponding question.

- If the die lands on the starred side, you can pick any one of the top four questions (not the dark blue question) and points are doubled.
- If the die lands on the dark blue side, no favorite answer is played on the turn. Only the roller can score points.
- If the die lands on one of the other four sides and the corresponding question has a star next to it, the roller should announce the question is starred and points are doubled.



What would you not expect to find in a safe?



(If the die lands on the red side, read aloud the red question.)

2. All other players (not you) secretly write their personal answer to the question on their answer sheet. Write neatly!

<p>loaded questions GREATEST HITS</p> <p>Lil P <small>(what you want people to call you)</small></p> <p>1. my mom</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p>	<p>loaded questions GREATEST HITS</p> <p>Coco <small>(what you want people to call you)</small></p> <p>1. covid</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p>	<p>loaded questions GREATEST HITS</p> <p>Dude <small>(what you want people to call you)</small></p> <p>1. an elephant</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p>	<p>loaded questions GREATEST HITS</p> <p>Ray Ray <small>(what you want people to call you)</small></p> <p>1. a Big Mac</p> <p>2.</p> <p>3.</p> <p>4.</p> <p>5.</p>
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(There are no right or wrong answers, but players are encouraged to get creative with their answers...especially when the favorite answer is in play!)

3. All answers are collected, shuffled, and read aloud by the player to your right. (You will not see the handwriting, because the player to your right reads the answers aloud.) After hearing ALL of the answers, you must FIRST pick your favorite answer (unless the dark blue question was played) and THEN guess which player wrote which answer.



My favorite answer is an elephant, and I think Dude wrote that. I think Lil P said my mom. Coco said a Big Mac, and Ray Ray said Covid.

(Say your favorite answer and attempt to match EVERY answer BEFORE learning "who said what".)

- It helps to hear the question again before answers are read aloud.
- The reader should review and shuffle the answers before reading them aloud.

- Players should be discreet and **not reveal anything until you have finished matching all answers**, including when answers are read aloud and when you are selecting your favorite answer.
 - Whether you like an answer because it was hilarious, honest, creative or ridiculous, it is up to you in deciding your "favorite".
4. The player to your right reveals which player wrote which answer and points are scored as follows:
- You get one point for every correctly matched answer. Mark your point total in the square box at the bottom of your answer sheet for the round in play. (A round is defined as every player having one turn guessing "who said what".) If points are doubled for the turn, make sure you double your score.
 - The player who wrote your favorite answer fills in one bubble at the bottom of their answer sheet. If points are doubled on the turn, they fill in two bubbles. Every filled-in bubble equals two points.

Write the # of matches on your turn per round (★ = double points)				TOTAL
ROUND 1	ROUND 2	ROUND 3	ROUND 4	
2	2	5		23
4-Player Game Only				
Favorite answer = 1 bubble (or 2 bubbles if the turn is doubled)				Add round scores + filled-in bubbles; 1 bubble = 2 points

(The player above has a total of 23 points- 9 points earned on their three turns + 14 points for writing favorite answers. Every bubble = 2 points.)

Used cards should be moved away from the play area. Play moves clockwise, so the player to your left will grab "The Playpen" and roll the die to start a new turn.

HOW TO WIN

The player with the most points after 3-4 full rounds of play (depending on the # of players) wins the game. We recommend playing four full rounds in a 4-player game and three full rounds in a 5-6 player game, but **you can decide if you want a shorter or longer game**. If there is a tie, continue playing until one of the tied players has more points than the other tied player(s).