Rules

Participants: a) host, b) several teams of students, c) jury.

The host asks a question. For instance, he or she might put up a photo of a physicist and ask who that is. The teams are then given time to come up with and submit their fake answers to the question. To those fakes, the right answer and one more wrong but very plausible answer, prepared by the host, are added. So, if there are four teams playing, there are six answers, which are to be projected on the screen.

After the answers have been projected, the teams openly bet on the answer they believe is right. Depending on what the teams have bet on, they can get a certain number of points:

a) Team(s) who bet on the right answer get 1 point.
b) The jury select the best fake answer*. The authors receive 1 point.
c) If one or more competing teams bet on the fake answer given by team A, team A gets as many points as there are teams who chose their answer.

Thus there are three ways of getting points. The most promising one is to write a very plausible fake so as to convince other teams to bet on it.

* To prevent “too phunny answers”, jury may also select the worst fake and give “-1” to the authors.