



RULES

1. CONTENTS

1 board
300 cards (1,500 questions)
6 counters
1 dice

2. SET-UP

Unfold the board. Each player selects one playing piece and puts it on the start tooth.

3. CATEGORIES

The questions are divided into five categories:

The World (yellow) – geography, travel, global cultures
Sport and leisure (blue) – all sports, leisure activities
Popular culture (green) – celebrities, film, television, popular music
Science and nature (red) – all sciences, nature
Humanities (purple) – art, literature, history, politics

4. HOW TO PLAY

Roll and get a question

- Choose a player to answer the first question.
- That player rolls the dice to choose a category (if they roll white they can choose a category).
- The player sitting to their right then takes a card and reads out the question and the three multiple choice options for that category.
The player asking the question mustn't look at the answer on the back of the card yet!

Know the answer? Or will you bluff?

When player one gets their question, they have three choices:

- They know the answer and they say it.
- They know the answer and they bluff and give a wrong answer.
- They don't know the answer and they guess.
They must give an answer. They are not allowed to pass.

Any other player can shout Poppycock!

- Once player one answers the question, any other player (including the questioner) can shout 'Poppycock!' if they believe the answer to be wrong or a bluff.
- The first player to shout 'Poppycock!' becomes the Poppycocker.
- The Poppycocker must then give their answer to the question.

The correct answer is revealed. Who moves forward?

- The correct answer is then read out by the questioner.
- If the initial answer from player one was wrong, the Poppycocker moves forward one tooth *even if the Poppycocker's answer was wrong too*. (Player one stays where they are.)
- If the initial answer from player one was right, player one moves forward one tooth *and the Poppycocker moves backwards one tooth*.
- If no-one shouted Poppycock!, player one moves forward one tooth if their answer was right, *and two teeth if their answer was wrong*.

Once a player has answered one question it's the next player's turn (it's one question per player per round). Play goes in a clockwise direction.

Getting your tactics right

- *Bluffing*: If you know the answer, but you suspect no-one else does, it might be worth giving a wrong answer. If no-one Poppycocks you, you move forward two teeth instead of one!
- *Double bluffing*: If you do know the answer to a question, why not pretend to be unsure when giving your answer? It might encourage someone to shout Poppycock! Then you'll move forward – and they'll move backwards!

5. GOLD AND BLACK TEETH

If a player is on a gold tooth and has to move (either backwards or forwards), they move double the number of teeth. So it's extra good or extra bad!

The black tooth is two teeth behind the start tooth. If a player lands on the black tooth they're out of the game. Watch out!

6. WINNING THE GAME

The first player to reach the finish tooth is the winner.