Two to Twelve
Instruction for game leaders

- During the class, this quiz is played simultaneously in teams of a maximum of 6 people. Online, this means that each team has its own breakout room (Zoom) or channel (MS Teams) with a game leader. The game leader leads the quiz and counts the score afterwards.
- Before the team starts, the roles are assigned: players who will answer the questions directly and those who will look up the answers if the team is not sure of the answer. A 50-50 distribution works fine.
- The game leader starts the clock (20 minutes) and asks twelve questions. Each question is also displayed on the screen. In total, you have 20 minutes to ask and answer questions. The team is responsible for optimally using that time and sets the pace at which the questions are asked.
- After each given answer, the team is given a letter. At the end, the team uses the letters to make one word. The participants write down the received letters in the bar on their own scoresheet (see p.2 of instructions for participants). As game leader, you also update the team's row of letters digitally in a separate document. You later share that document with the team if they need to guess the word.
- If the answer to a question is correct, the team is given the right letter. If the answer to a question is wrong, the team is given the wrong letter. However: the team does not know which answers are right and which are wrong. As game leader, you have a scoresheet (see below) with the right letter and the wrong letter per question. Be careful not to share that scoresheet with the players!
- If an answer needs to be looked up, the game continues with the other players from the team.
- For each answer given from memory (so not looked up), the team gets a 10-point bonus at the end. As game leader, immediately after the answer you write down whether it was answered from memory or looked up.
- At the end of the twenty minutes when all the twelve questions have been asked, there are twelve letters in the boxes on the scoresheet. These are not in the right order, and the players do not know which letters are right or wrong.
- The team now has five minutes to make the right word with them. The game leader now shares the row of letters on the screen and starts the clock for the last 5 minutes.
- The team can 'buy' letters. In that case, the game leader tells them where the letter should be placed. The game leader removes the letter from the top row of letters and places it in the correct place in the bottom row of letters. This costs the team 5 points per letter. These are deducted from the final score.
- If the team buys a letter whose answer was wrong, a question mark is placed in the bottom row where the letter should have been. The letter disappears from the top row.
- At the end, the answers are discussed in a plenary session. In the downloads, you will find a sample presentation for this.

NB. Could this game explanation be improved? Let us know via cli@eur.nl.

Sample scoresheet game leader (not to be shared with participants)
The 12-letter word that needs to be guessed here is 'wetmatigheid' [legality].

Question	Letter for a CORRECT answer	Letter for an INCORRECT answer
1	H	K
2	E	A
3	E	A
4	T	D
5	W	V
6	T	C
7	A	I
8	I	O
9	M	L
10	D	P
11	I	O
12	G	F

Below you can see two rows for entering letters: the top to note the scored letters of your team, the bottom to show the bought letters. It is handy to paste both rows in a separate document, to prevent you sharing the answer sheet.

When the group is going to guess the word, you share your row of letters plus the bought row of letters below it on the screen. If letters are bought, remove them from the top row and place them in the bottom row. All 'wrong' letters received for incorrect answers are shown in the row of bought letters as a question mark. Every bought letter costs 5 points.

Your group's letters

Bought letters

Point distribution

Each correct answer	+10
Each answer from memory	+10 bonus
The word guessed	+300
Every bought letter	-5

Empty score sheet game leader

Question	Letter for a CORRECT answer	Letter for an INCORRECT answer	Score *Answer right = 10* *Answer wrong = 0* *Answer by heart = 10 extra* *Bought letter = -5*
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Your group's letters

Bought letters