

## **Quiz-Show Telegraph** **A Pass-and-Fold Game by Dwight Freund**

**Materials:** One sheet of 8 ½ x 11 paper for each player. If possible, the sheets should be divided in advance into 8 or 9 strips by horizontal lines, and each strip marked alternately with the words ‘Question’ and ‘Answer’.

**Organization:** Players should be in groups of 8-12

**General Description:** This is a version of the classic ‘telegraph’ game. [In a telegraph game, each player writes a response, then passes it to the next player so that his/her response is visible, but none of the previous responses.] In this game, participants alternate between writing a ‘clue’ (see below) for a word or short phrase, and solving such a clue.

**First step:** Each player thinks of a word or short phrase (2 or 3 words max), and writes a ‘clue’ (see below) to this word in the top space. The paper is then passed to the next player in the group.

**Subsequent steps:** A player receiving a ‘clue’ writes the answer to the clue in the next space below. A player receiving an ‘answer’ writes a ‘clue’ to that word or phrase in the next space. In either case, the paper should then be folded to conceal all entries except the most recent one added by the player. Play ends when all spaces are filled; it is not necessary for each sheet to return to its originator.

When a round ends, players should share results within the group. If considered desirable, each group could select one or two humorous results to present to the entire company.

**What is a ‘clue’?** This should be quite open in concept: a quiz-show question, a crossword puzzle clue, a trivia question, perhaps fill-in-the-blank, maybe even a cryptic crossword clue. It is, however, important that the clue should read like a clue, and not be mistaken for an ‘answer’ instead. In other words, ‘clues’ should consist of several words, and preferably be complete sentences.