Richard Osman's HOUSE of GAMES

The Rules



WELCOME TO RICHARD OSMAN'S HOUSE OF GAMES …
… where you and your fellow contestants will go toe to toe in a series of fun trivia-based challenges, competing to win the coveted House of Games trophy!

BEFORE YOU PLAY:

- Grab a pen and a piece of paper to create a scoreboard.
- If you're playing with six or more, split into teams and each pick a team name. If there are fewer than six of you, play as individuals. Write the team or player names on the scoreboard.
- Take the six Game Selector cards, shuffle them and place the top four cards face down into the Game Selector sleeve. Place the sleeve on the table (still facing down), and the two remaining cards back in the box.
- Place the buzzer in the centre of the table, and the seven different Game Decks around the buzzer.



Game Selector & reveal sleeve



Scan here for how-to-play video!

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HOW TO PLAY:

Select a player to be the host for the first game. They become the question master for this round and can't score. But don't worry – the role of host will change for each game type so everyone will get a chance to play.
The host starts by looking at the top card from the Game Selector sleeve to see which game type will be played first.
The instructions for the different game types can be found further on in the rules, but the best thing to do is get started right away and read the rules for each game as it comes up! Each of the question cards also has a brief summary of how to play the game.
Once the game has been revealed the host picks up the top card from that Game Deck, reads out the question on the card, and awards points to the other players for correct answers. Some of the games require team play, but each player within the team still receives an individual score. If you're already playing in a team you'll need to join up with another team for these games, and each team will receive an individual score. It is the host's job to record the scores.
After three cards of that game type have been played, the points are tallied up and it's on to game two! Select a new host and remove the top card from the Game Selector to reveal the next game type. Again, three cards of the new game type should be played, with the new host recording the scores. Once game two has ended, move on to games three and four. Select a new host for each game, following the same steps as above.
Once the fourth game is played, the fifth and final game begins – Answer Smash!
Game five plays a little differently – it's always Answer Smash, and none of the players take on the role of host. After three Answer Smash cards have been played … the game is over!

HOW TO WIN:

Total up the scores. The player with the most points is the winner and is awarded the House of Games trophy!
In the event of a tie, play one final Answer Smash card. The first of the tied players to shout the correct answer wins.

THE GAMES:

You Complete Me (Team Game)

Pair up – it's time for a team game! The host kicks things off by picking up the top card from the deck and reading out the question. All the answers contain two words; in your teams one player must buzz in and give the first half of the answer (one word), and the other member of your team must then give the second half (the other word). No conferring!
If the first player gives a correct answer they will receive one point, and the second player must give the second half of the answer to win their point. If the answer given is incorrect, a player from another team can buzz in to give the answers and win one point (if they get it right, of course).
If you're playing House of Games with fewer than five people, tackle this game individually.
The player who buzzes in must give both the first and second part of the answer to win the point.

Totes Emoji (Team Game)

Split into teams of two and have a smart phone or digital device to hand. Within your teams, select one player to do the emoji 'drawing' and one player to do the guessing for the first question.
The host takes the top card from the deck and shows it to the 'drawer' from the first team.

Using their device, the 'drawer' tries to depict one of the titles on the card using only emojis – and their teammate has to try to guess the answer.
If a correct answer is given, the host awards one point to the 'drawer' and one point to the guesser. If the teammate gives an incorrect answer, the guesser on the opposing team can buzz in to answer and win a point for themselves and the 'drawer' from team one.
Next it's the second team's turn. The host shows the same card to the 'drawer' from team two, who must use emojis to indicate the remaining title on the card.
After the answer is given, the host takes a new Totes Emoji card and the roles within the teams are reversed.

If playing with four or fewer players, rather than 'drawing' the emojis for your teammate, any player can buzz in to give an answer. If correct, one point is awarded to the 'drawer' and one point to the player who gave the correct answer.

You Spell Terrible (Team Game)

You'll need to get into pairs for this game. The host picks up the top card from the deck and reads a trivia question aloud to all players. Within each team, any player can buzz in to give the answer. If they get the answer right they win one point – but the round's not over! Their partner must then spell the answer correctly in order to win another point. If the spelling they give is incorrect, a member from the opposing team can buzz in and have a go – and if *they* get the spelling right, *they* win a point.
If playing with fewer than five players, the player who gives the correct answer must also give the correct spelling in order to win the point!

Rhyme Time

The host picks the top card from the deck and reads aloud the two trivia questions – the answers to which rhyme. The players must give correct answers to both questions in order to create the rhyme. If a player gets them both right, they're awarded one point – but there are no points for getting only one of the answers. What's more, if an incorrect answer is given that player is frozen out of the question and only the remaining players can buzz in!

Correction Centre

The host takes the top card from the deck and reads the statement. Within that statement, one of the words is incorrect and needs to be replaced. Players must buzz in to replace the incorrect word with the correct word in order to win one point.

House of Games Specials

This Game Deck contains the games shown below. The host takes the top card from the House of Games Specials deck and reads out the title of the game, followed by the question.

Games House of

The host reads out the trivia question on the card. Players buzz in to answer, but here's the tricky part – they must give the words in alphabetical order. For example, if the original answer to the question is 'Humpty Dumpty', the correct Games House of answer would be 'Dumpty Humpty'. Get it one point right to win (that is, get it right to win one point)!

Broken Karaoke

The House of Games karaoke machine is broken … it can only show the first letters of each word and title of a song, along with the year that song was released! To play this one, the host places the card on the table for all players to see, but covers the answer at the bottom with their finger. Players must buzz in and give the name of the song. If correct they win one point. If they get it wrong it's null points.

The Backwards Round

The host reads out the question on the card, and all the players need to do is buzz in and answer it. Sounds straight forward, right? Of course it isn't – the question is read backwards and the answer has to be given backwards too! For example, if the answer to the question was 'The London Eye', you'd need to say 'Eye London The'.
Get it right and the player wins one point. Get it wrong and the player is frozen out of the question and only the remaining players can give an answer.

King of the Jumble

There are two questions on these cards, and the pair of answers are an anagram of one another. Players must buzz in and answer both questions correctly to win one point. They score nothing for getting only one answer correct, and are frozen out until the next question.

Answer Smash

Remember, there's no host on this one and everyone plays! One of the players draws three Answer Smash cards from the deck and, being careful not to look at the front of the card, places them face down inside the Game Selector sleeve, then lays the sleeve on the table for all players to see.
Each card contains a picture and a trivia question – and the correct point-winning answer is a combination of both parts. For example, if there was a picture of a taco and the answer to the question was Coco Chanel, the correct Answer Smash would be Tacoco Chanel. Players need to buzz in to give their answer!

Whoever answers takes the card from the sleeve to check if they are correct. If they got it wrong, that player is deducted one point and the card is placed back in the sleeve for the other players to have a guess. Once a correct answer is given, one point is awarded to the player who got it right and the card is removed from the sleeve, revealing the next question.



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