



OFFICIAL GAME RULES

Your guide to hosting, scoring, and playing together

WELCOME TO GAME NIGHT

Bring family and friends together for Black history, music, pop culture, holiday trivia, and good conversation. Play with two or more people, individually or in teams. Recommended for ages 8 and up.

GETTING STARTED

1. Separate the 136 cards into seven rounds and choose a host.
2. Decide on quick, standard, or full play before beginning.
3. Give each team the same number of scored opportunities.
4. The host reads prompts aloud; players answer verbally or in writing.
5. Check the answers printed upside down on the cards.

CHOOSE YOUR GAME LENGTH

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| QUICK PLAY | Two scored rounds, five cards from each. |
| STANDARD PLAY | Three or four scored rounds, five cards from each. |
| FULL GAME | Play all scored rounds; use Round 1 as an opener. |

FAIR PLAY

Keep scoring consistent for everyone. When using a single shared question, let each team respond before revealing the answer. For open-ended rounds, use the same judging criteria for every team.



THE SEVEN ROUNDS

Use the score sheet to record points for each team

ROUND 1 / 1 GOTTA GO

Unscored icebreaker. Pick one option to eliminate and explain why. No right or wrong answer.

ROUND 2 / WHO SAID IT?

Identify the person behind the quote. Award 1 point for each correct answer.

ROUND 3 / NAME THAT YEAR

Answer the year question on the card. Award 1 point for each correct response.

ROUND 4 / FACT OR FICTION?

Decide whether the statement is fact or fiction. Award 1 point for a correct answer; read the explanation on the card.

ROUND 5 / WHO AM I?

Read clues in order. Correct after clue 1 = 5 points; clue 2 = 4; clue 3 = 3; clue 4 = 2; clue 5 = 1. Each team gets one final guess per card.

ROUND 6 / FAMILY DEBATE

Award up to 3 points: 1 for a clear position, 1 for a supporting reason, and 1 for a thoughtful response. Apply consistently.

ROUND 7 / HOLIDAY LIGHTNING

Award 2 points per correct answer. The family-preference question is unscored.



HOST NOTES & TIEBREAKERS

Practical guidance for an enjoyable game night

READING ANSWERS

Keep the bottom of the card covered while asking questions. Rotate the card to check the upside-down answer only after responses are final.

WHO AM I? CLUES

Read one clue at a time, pausing for guesses. A correct answer after an earlier clue earns more points. Each team gets one final guess per card.

OPEN-ENDED ROUNDS

1 Gotta Go is unscored. For Family Debate, use the same three-point rubric for every participant; respectful disagreement is encouraged.

TIEBREAKERS

If teams tie, use an unused knowledge question. Continue with additional unused questions if needed, giving both teams the same opportunity.

PLAYING WITH YOUNGER PLAYERS

Read prompts aloud and allow team discussion. Choose rounds suited to the players, and agree on house rules before starting.

PRINTABLE RESOURCES

Use the companion score sheet to record totals and the Round 5 clue tracker to record individual clue scores.

HOST'S FINAL DECISION

The host keeps score, resolves disagreements, and makes the final decision about answers and points. The host must apply the same scoring rules fairly to every player or team. For open-ended rounds, judge whether the scoring requirements were met, not which opinion is best. Once the host makes a decision, play continues.