

DAS SPRACH DUELL

QUICK•BUZZ



SPRACHEN LERNEN MIT SPASS UND ACTION

ab 10 Jahren, für 2–6 Spieler



The game **QUICK-BUZZ – Das Sprachduell** is available for English and German language learners. English game instructions are available for download at: www.hueber.de/sprachspiele or www.grubbeverlag.de/sprachspiele.

OBJECTIVE

This game is all about phrases, proverbs and quotes. What does the phrase mean? What is the missing word? Who said this famous quote?

If you know the answer to the task on the card that has just been drawn, you hit the buzzer and win the card. If you don't know the answer or the other player is quicker, it doesn't matter. You have learned something and the next card will give you a new chance. Each player tries to collect as many cards as possible. Whoever gains the most cards wins the game.

CONTENTS

- 250 playing cards
- 1 bell
- game instructions



PREPARATION

- When playing for the first time, please read the instructions on page 4.
- Place the bell in the middle of the table – preferably on a suitable surface, so the table top doesn't get scratched during heated play.
- Shuffle the cards thoroughly and then place 30 cards face down in the centre of the table. The remaining cards go back into the box and can be used in later rounds. The players are free to vary the number of cards to reduce or extend the duration of the game.

HOW TO PLAY

The game is played clockwise. The youngest player goes first and places the second card from the pile face up on the table.

The cards contain three types of sentences with different tasks:

1. sentences with three dots in place of a missing word: **What is the missing word?**



2. full sentences: **What does this saying or proverb mean?**



3. full sentences in quotation marks: **Who is this quote from?**



In addition to the omission marks (...) and the quotation marks, the different colours of the megaphone on the front side of the cards also indicate the type of task.

Whoever is the first to know the solution to the open card hits the buzzer with a flat hand and gives the other players an answer. **If the player is right**, he/she wins the card and keeps it. **If the player is wrong**, he/she gives the card to the player who has collected the fewest cards so far. If several players have the same number of cards, the card remains in the game and is shuffled back into the pile. This also applies if no one knows the answer. In this case, the solution is read out loud before the card goes back into the pile. Then it is the next player's turn to draw a new card.

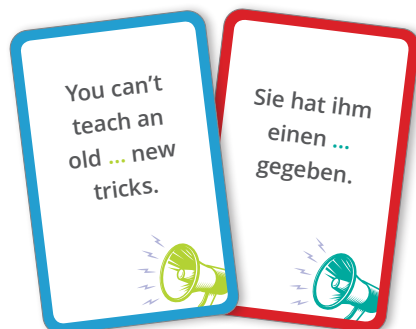
SENSELESS BUZZING

If a player hits the buzzer only to gain time to look at the card, a fellow player can cover the card with his/her hand after about 3 seconds. If the player still can't give a correct answer, he/she is not allowed to guess on the next card that is turned over. The unanswered card is treated like an incorrectly answered card and the procedure is the same as described above.

END OF THE GAME

The game is over when all the cards in the pile – except for the top card – have been turned over and answered. The player who has collected the most cards is the winner.

1. What is the missing word?



2. What does this saying mean?



3. Who is this quote from?



NOTES

The solutions to the tasks are on the back of the cards. Always make sure to turn over the second card from the top because the top card would already reveal the solution to the players before being turned over.

The task type **“What does this saying or proverb mean?”** is not about the player formulating the solution exactly as written on the back of the card. You just have to explain the meaning of the sentence in a way that your fellow players will understand.

The following procedure will improve the shared learning effect and level the playing field between players of different proficiency levels:

The players select 10 cards from the 30 cards that are played. They look at these together, “study” them and then shuffle them back among the remaining 20 cards. The number of cards “studied” in advance by the players can vary. The players should also agree on the approximate amount of time set aside for memorising the solutions.

The players can determine that the player drawing a card reads the card text aloud.

Alle Rechte vorbehalten
© 2021 Grubbe Media GmbH
www.grubbeverlag.de

Idee und Konzeption: Grubbe Media GmbH
Redaktion: David Fermer, Gerhard Grubbe, Natalie Lewis-Egerton, Dr. Reinhard Pietsch
Design: agenten.und.freunde, München, Martina Dobrindt, www.a-u-f.de
Bildnachweis: Freepik, macrovector / Freepik