

FRECK! IN HISTORY - BASIC RULES & INSTRUCTIONS

GOALS OF THE GAME

The goal of the game is to answer each card the fastest to earn money. Clues or a question is read aloud to everyone at the table by a READER. The whole table has a chance to answer each card to try and win it! But, players only get one shot at it! The most money at the end of the game is the winner and best at FRECK! in History!

STEPS TO PLAYING FRECK!

2-8 players answer question (action) or clue (money) cards to build a hand and try to "bank" as much money as possible within the chosen time limit.

Basically, the person with the most money in the bank... is the winner!

1) SHUFFLE & PLACE DECK IN THE CENTER OF TABLE.

Discard pile is formed beside the main deck when ACTION or TRAP cards are played.

2) 1ST READER DRAWS 1 CARD FROM DECK.

READER responsibilities (game action) moves clockwise around the table.

3) PLAYERS ANSWER AT ANY TIME. THEY ONLY GET ONE ANSWER PER CARD...

4) THE READER KEEPS ANY MISSED CARDS DURING THE GAME...

**BREAKING TIES...

are done head-to-head. The next card is read by the same READER (if it's a Trap card, replace in deck and use next card). Winner gets both cards. If neither player gets it right, the READER gets both cards!

HOW THE CARDS WORK

"MONEY" CARDS

Each money card has a \$ value, a category and 5 clues. Player reads 1 at a time (pausing 3-5 secs). The answer (key term) is at the bottom. Players can answer at any time, even after the 1st clue. But, they can ONLY answer ONE time per card.

"VISUAL" MONEY CARDS

These have historic images players use to answer a single question on the card. Players can scan the code to show a larger image or place a finger or thumb over the answer. They read the question FIRST and then show the card to the table. The 1st to answer right wins & banks the Money card.

"ACTION" CARDS

Create a hand with these to use in the game. These are a single quick-fire question. Be the first to answer right and get the card.

"HELP!" 1 extra answer any time game.

"DEPEND!" Protect from GRAB, NOPE or a TRAP played by another player.

"BOOST!" 2X or 3X the player's highest \$\$\$ card at the end of the game!

"NOPE!" Skip opponent for 1 card round! (just not 2x in a row)

"GRAB!" Take a card from an opponent any time!

**If not played, these are \$1 at the end of the game.*

"TRAP" CARDS

The whole table must answer **one at a time**, except the reader, starting at the Reader's left. If the table answers the card, nothing happens (discard). The first to miss the question must give the READER one card! If the person who misses has no cards, they cannot Read or answer the next card. Place in the discard pile.

"DUEL" CARDS

The Reader has the opportunity to challenge ONE opponent at the table. **Before** they draw & look at the card, they must choose an opponent to go head-to-head. Ask the question. The winner keeps the card. **NOTE:** Do not ask the same opponent 2X in a row.



SCAN THIS CODE TO SEE THE DIGITAL VERSION RULES & CLASSROOM ACTIVITIES!

TAKING YOUR TURN (AS READER)

1. DRAW THE TOP CARD. if it's a "money" card, announce the \$ amount, the category at the top right and begin reading the clues one at a time, pausing 3-5 secs after each clue.

If it's an "action" card, don't announce the type of action. Just read the question & wait for an answer.

2. IF SOMEONE GETS IT RIGHT, THAT PLAYER GETS THE CARD.

3. IF NO ONE CAN ANSWER IT...

The reader banks the Money card or keeps the Action card in your hand and hidden from other players (like Go Fish or poker). REMEMBER! don't tell anyone... what kind of ACTION card you're about to read. You want to keep it a secret, so it'll be a surprise to others if you win it and use it on them!

Action at the table goes clockwise.

WHAT TO DO WHEN...

"THERE'S A TIE."

If two (or more) players answer at the same time — and it's hard to determine who answered first —

1. THE SAME READER DRAWS TOP CARD.

Replace a TRAP card if it's the top card & redraw.

2. THE PLAYER WHO ANSWERS RIGHT FIRST WINS BOTH CARDS!

3. READER GETS BOTH CARDS IF NO ONE ANSWERS IT RIGHT!

"I HAVE ZERO CARDS TO GIVE."

It happens. If someone asks a TRAP card give a wrong answer, you must let them draw one card from your bank or hand. If you don't have any cards... YOU MUST SKIP THE NEXT CARD ROUND. If you're the next Reader, you must skip being the Reader AND not answer. Basically, you must skip the next card entirely.