

Slow Down, Nostaw!

Bonus Card

Play immediately:
Nostaw advances one less space this turn.

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We're Pretty Confident

Bonus Card

If you have no incorrect answers, gain +1 VP for each beyond the first. (Like rolling **1+**)

Lies. All Lies.

Bonus Card

Reverse which answers are correct and incorrect. (Like rolling **!2!**)

Bonus Bonanza

Bonus Card

Play when you gain a bonus card (other than this one). Draw +2 bonus cards.

and... This one?

Bonus Card

Designate one of your answers. If that answer is wrong, remove it before scoring the question.

No One Knows THAT!

Bonus Card

Discard the question and draw a new one.

Oops. Too Bad that Die Went Off the Table.

Bonus Card

Reroll the die.

Cooperative Half-Truth

Players 1+ (though probably best for 2-3)

Your team is playing Half Truth against the AI, Nostaw. Choose a color for your team and for Nostaw, and place the two score tokens at the start of the first round track as if you were beginning a 2 player game.

Moving Arjee: Nostaw advances 2 each turn, regardless of the die roll.

Bonus Answers: Choose an unused color to mark *Bonus Answers*. When revealing a question, if no answer is designated as a Bonus Answer, select a random bonus answer chip and put it on the corresponding answer. That is the Bonus Answer. If your team successfully answers a question, and one of your answers is the Bonus Answer, remove it and draw a bonus card. If you do not get the bonus answer (and, of course, for any particular question it may be impossible), then it will remain in place.

Bonus Cards: (Print 2 sheets of cards, for an 18 card deck). Unless otherwise noted, all bonus cards are saved and can be played after rolling the die and seeing the question, but before answering the question. Reshuffle the discards to make a new deck if needed.

Scoring: After three rounds, if your team has more victory points than Nostaw, you Win!

Further glory is available as follows:

	★
+1 - 3:	★ ★
+4 - 6:	★ ★ ★
+7 - 9:	★ ★ ★ ★
+10 - 11:	★ ★ ★ ★ ★
+12 - 14:	Ken!
+15 or more:	

Alternate Nostaw Movement: (Based on a suggestion by William Campbell)

Instead of moving Nostaw 2 each turn, reveal 2 random answers from an unused color. For each correct answer, Nostaw moves 2. Nostaw is not penalized for an incorrect answer (other than not moving 2).

Minor Clarification: Nostaw can never move backwards via the Slow Down Nostaw card.