

# CHAUVINIST PIGS™

## RULES OF PLAY

### OBJECT:

Be the team which has the most chips in their piggy bank after each player in the game has selected and read **two** questions for his or her team. (The number of questions read can be adjusted to control the length of the game.)

### ALTERNATIVE OBJECT:

Same as above, only the winning team is the one which has won the most chips of the **opposite** sex's color (i.e. men's total of **pink** chips won; women's total of **blue** chips won).

### GETTING STARTED:

1. Divide the group into two teams, men on one team; women on the other team.
2. Each team takes the appropriate piggy bank, answer pad and pencil.
3. Place all chips in a convenient pile somewhere.
4. Separate the cards into two piles, pink in one, blue in another. Shuffle them thoroughly and place them, answer side down, on a convenient surface.
5. Teams will alternate picking and reading questions from the question deck for **their** sex. Women (naturally) go first.
6. A player on the women's (or "It") team draws a **pink** question card from the **bottom** of the card pile and (**without looking at the reverse side**) slips it into the card holder so one of the two questions on the card appears in the window.
7. That same player then reads the question **aloud to the entire group**.

8. Both teams then confer privately and decide on an answer which they write on their pad. **IMPORTANT:** The “It” team has an opportunity to use a successful bluff and win two extra chips. If they don’t know the real answer they should invent some kind of plausible reply, hoping their opponents will “buy” it and fail to challenge. This is a particularly important aspect of the game since about 15% of all the questions are fakes; i.e., they refer to non-existent things. The **correct** answer to these questions is “There is no such thing,” however, if the “It” team is clever and confident they can often bamboozle their opponents with a phony answer.
9. The “It” team now decides if they want to venture a prediction by checking the “They won’t get it right” box at the bottom of their answer sheet. They then read their own answer in a convincing manner. Their opponents then decide whether or not to challenge “Its” response and they declare accordingly. Then the opponents read their own answer. Finally, the “It” team removes the question card from the holder and reads the appropriate answer to the entire group.
10. Each team scores and collects chips according to the **Scoring Table** which will act as your “ready reference” during a game. It is important to note that chips are earned for correct replies but **additional** or **bonus** chips are won for:
  - correct replies to questions from the realm of the opposite sex;
  - bluff answers which go unchallenged;
  - successful challenges
  - correct predictions (by the “It” team) that opponents “won’t get it right.”
  - a correct answer that is wrongly challenged (an “insult”)
11. **All** chips won on a **men’s** question round are **blue**. **All** chips won on a **women’s** question are **pink**.
12. After the women’s team has posed a question and all scoring is complete, the men’s team is “It.” They draw a **blue** question card and repeat the play sequence above.

**SCORING:** The **Scoring Table** is a “shorthand” guide which shows all possible outcomes of a single round. Each of those outcomes (A through H) is explained in a bit more detail below.

- A. Both teams come up with the right answer and there is **no** challenge. The “It” team gets one chip. The team that is **not** “It” gets an **extra** chip (two) for answering a question from the realm of the opposite sex.
- B. The “It” team successfully bluffs with a phony answer (or is just plain wrong) and their opponents fail to challenge but have a correct answer. The “It” team gets an extra chip (total of two) for the unchallenged “bluff.” The team that is **not** “It” scores two points for a correct answer to a question from the realm of the opposite sex.
- C. The “It” team is bluffing (or is just wrong) and their opponents fail to challenge **and** fail to come up with a correct answer. Score two chips for the “It” team; zero for opponents.
- D. The “It” team is correct and is challenged by their opponents who have a **wrong** answer. The challengers get **no** chips. The “It” team collects three chips, one for a correct reply and two more for “Insult.”
- E. The “It” team has a wrong answer and is challenged by their opponents who have a correct answer. Opponents get two chips for a correct reply to an opposite sex question and one additional chip for a successful challenge for a total of three. The “It” team scores zero.
- F. The “It” team has a wrong answer and is challenged, but the challengers are also wrong. The challengers score one chip for correctly challenging a wrong answer. The “It” team scores zero.
- G/H. The “It” team has an opportunity to earn a **Prediction Bonus** by correctly predicting that their opponents will **not** come up with the right answer. The “It” team (**only**) may check the designated box on the answer pad if they choose. If the “It” team checks the box and “opposite sex” has a wrong answer “It” earns a one chip bonus.

If “opposite sex” is correct **they** earn **two** chips and the “It” team receives no bonus chips. (See H. on Scoring Table.)

## PLAY PROCEDURE

### "IT"

### OPPOSITE SEX TEAM

- |  |   |
|--|---|
| <ol style="list-style-type: none"> <li>1. Draw question.</li> <li>2. Read question.</li> <li>3. Write down answer.</li> <li>4. Check Prediction Box.<br/>("It" team <b>only</b>, if desired)</li> <li>5. Read team's answer.</li> <li>6.</li> <li>7.</li> <li>8. Read correct answer from<br/>back of card.</li> </ol> | <p>Write down answer.</p> <p>Challenge (or not).</p> <p>Read team's answer.</p> |
|--|---|

## SCORING TABLE

		CHIPS			CHIPS
A.	Correct	1		Correct	2
				No Challenge	
B.	Incorrect (or bluff)	2		Correct	2
				No Challenge	
C.	Incorrect (or bluff)	2		Incorrect	
				No Challenge	0
D.	Correct "Insult"	1 <u>2</u> 3		Incorrect	
				Challenge	0
E.	Incorrect	0		Correct	2
				Challenge	<u>1</u> 3
F.	Incorrect	0		Incorrect	0
				Challenge	<u>1</u> 1
<b>PREDICTION BONUS</b>					
G.	"They Won't Get It"	1		Incorrect	0
H.	"They Won't Get It"	0		Correct	2

Note: All chips won on a **men's** question round are **blue**; all chips won on a **women's** question round are **pink**.