

WATSON'S EDUCATION

Did you know that Watson can beat Sherlock Holmes? Yes. Watson is often made to look foolish by Holmes, but the good doctor gets the upper hand on Holmes when it comes to his knowledge of history. Using deductive reasoning, Watson's History Inquest is a game designed to induce logical deductive thinking and teach history. No knowledge of history, however, is required as a prerequisite.

Overview:

Seven cards are given to each player and hidden from their opponents. Each contestant must ask various predetermined questions about the historical background of the characters in their opponents hand. He will then use deductive reasoning to determine what seven characters his opponent holds. One point is awarded for correct guesses. One point is awarded to the opponent in the event of incorrect guesses. In a standard two person game, five points is a victory (see "Winning the game" for more).

Set up:

All 80 character cards are shuffled. 5 are passed out evenly to all opponents and placed where no one else can see them (7 in a two person game, 6 for three). The rest of the cards are discarded for the rest of the game. Then the 70 question cards are shuffled and placed face down in the tray. Play is now ready to begin

The Play:

1. On his turn a player may either make a guess (see "Guessing") or draw one card from the tray. He may not do both on a single turn. If he draws a card, he immediately lays it down face up in the discard tray (cards should be reshuffled and placed in the tray again if they have been exhausted) and asks one of the questions permitted by the card to any *one* opponent.
2. If a player draws a card, he must then ask *one* of the questions permitted by the card he played to *one* of his opponents (he should record the answer on his notepad). Opponents must answer all questions honestly. The "H" style questions require a numeric answer. "D" style questions require only a "yes" or "no" answer. The third type of question is a "C" style question which combines any two (but no more than that) "H" style questions (for more see "The Questions").
3. If a player has chosen to guess rather than draw a card then he must asks *one* opponent, "do you have ... ?" If the guess is correct then the opposing player must lay his card down face up in front of him and the one who correctly made the guess is awarded one point. However, if the guess was wrong, then the person who made the incorrect guess must lay one of his cards (of his choice) down face up and *all opponents* are awarded one point. Guessing correctly is the primary way of accumulating points, but guessing incorrectly awards your opponents points (for more see "The Questions"), so it is best not to guess until you are sure.
4. Play ends and is passed to the player on his left.

The Questions:

The “H” Style Questions (“H” as in “how many people in your hand ...?”). Note: Remember, if a card has been correctly guessed then it is laid down and is no longer in your hand!

These questions require numeric answers:

- H1 How many people in your hand **lived in Antiquity?**
- H2 How many people in your hand **lived in the Middle Ages?**
- H3 How many people in your hand **were Kings or Queens (but not emperors)?**
- H4 How many people in your hand **were emperors?**
- H5 How many people in your hand **lived in Asia?**
- H6 How many people in your hand **are known to have died by human hands?**
- H7 How many people in your hand **had the surname, “the Great”?**
- H8 How many people in your hand **lived in true democracies or republics?**
- H9 How many people in your hand **were born in Africa?**
- H10 How many people in your hand **were devoutly religious?**
- H11 How many people in your hand **persecuted Jews or Christians?**
- H12 How many people in your hand **were considered a man (or woman) of the people?**
- H13 How many people in your hand **founded a new kingdom or government?**
- H14 How many people in your hand **were not politicians?**
- H15 How many people in your hand **were known mainly as conquerors?**
- H16 How many people in your hand **were known to be Roman citizens?**

The “D” Style Questions (“D” as in “did any ...?”).

These questions require “yes” or “no” answers.

- D1 Are any of the people in your hand **women?**
- D2 Did any of the people in your hand **have equally great fathers?**
- D3 Did any of the people in your hand **step foot in the New World?**
- D4 Were any of the people in your hand **born in England?**
- D5 Did any of the people in your hand **die before the age 40?**
- D6 Did any of the people in your hand **live by or beyond (east of) the Euphrates?**
- D7 Are any of the people in your hand **specifically names in the Bible?**

The “C” Style Questions (“C” as in combination).

These questions require numeric answers:

The “C” style questions are composed by combining two (but no more than two) “H” style questions. For example, “How many people in your hand were **kings or queens** who **lived in the Middle Ages?**” Kings and Middle Ages combining questions H2 and H3. Another example might be, “How many people in your hand were **emperors** who had **lived in Asia?**” Emperors and living in Asia combine questions H4 and H5.

Winning the game:

The game is won when a player has scored a preset number of points. In a two player game it is seven points. For three or more, the contestants should agree on a preset number of points. For three people the number 6 to 7 is recommended. For four 8 to 9 is recommended. If all guesses have been depleted and no one has the necessary number of points then the one with the most points wins.

Variants:

Handicaps:

If playing with young children or differing skill levels there are several ways to create handicaps. One way to alter the “D” question from “Did any of the people in your hand ...?” to an “H” style question like “How many people in your hand ...?” Because only a few people result in positive answers to these questions, the numeric answer makes it easier to determine what cards the opponent is holding. In addition, handicaps may be given by reducing the number of correct guesses one contestant is required to have.

Difficulty levels:

There are a number of ways to adjust the difficulty level in one way or another. To make the game less difficult, simply remove half of the character deck (making sure to record which cards are no longer in the deck) and play with half a deck.

To make the game more difficult, forbid anyone from using the official answer chart and require them to work from memory alone. If you choose to do this, then you must agree on disputable answer before hand (i.e. Did Napoleon found a true republic or just a banana republic?, etc.). If a player finds that he has made a mistake or is challenged at some point in the game for making a mistake. He must lay down the card he was mistaken about and a point is awarded to the opponent who challenged him (or all opponents if he admits his mistake on his own). In addition, he must skip a turn.

Players may also choose to play with five cards instead of seven or change the preset number of guesses.

Contents of game:

80 card composed of 80 different Historical characters.

65 question cards consisting of 25 “H” style questions (the card reads “You may asks an “H” style question), 35 “C” style questions (the card reads “You may asks an “C” style question), and 10 “D” style questions (the card reads “You may asks an “D” style question).

One card tray for playing and discarding.

Four character racks for storing the character cards during play.

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