



## 6. The Third Degree

*Welcome! Only a limited number of teams can play at a time, so please read these instructions carefully as you wait.*

**Goal:** As part of this puzzle, you will play several rounds of the game *Questions*. **The goal of each round of *Questions* is to identify which single hexomino we are thinking of for that round.**

**How to Play A Round of Questions:** Each round will consist of asking your assigned staff member a series of yes-or-no questions. The question may be either a type 1 or a type 2 question.

- A Type 1 question consists of **showing your staff member a single hexomino** and asking if it is the correct one.
- A Type 2 question consists of **asking a single verbal yes-or-no question about the properties of the hexomino** in question. Type 2 questions must be entirely verbal; for example, your team could not show your staff member several hexominoes and ask if the correct one is in that set. They must also be about the hexomino in question and not about other aspects of the puzzle.

Staff members should always give correct information. If your staff member finds your question unclear, he or she will ask your team for clarification.

To end a round, **your team must confirm the hexomino directly by showing it to your staff member**, even if you are certain it must be correct. That is because your team will receive a confirmation card every time a round is completed.

**Rules:** When both your team and our staff are ready, your team will be assigned to a staff member, who will stay with your team to play the game. Any team member may ask a question, but your team may only ask one question at a time.

**Your team may ask as many questions as you like for each hexomino.** Your team may ask type 2 questions at any pace, but **your team may only ask two type 1 questions per 30 seconds.**

*When you are ready, please contact the staffer who gave you this instruction sheet to begin playing *Questions*.*