OmniTrivia

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Overview   OmniTrivia is a simple and universal trivia game (hence the name). Just a few chips are needed to keep the score count. Number of players: starting from 3.

Preparing the game   Distribute the same chip count to each player. The game duration depends on the number of chips distributed.

The game   Each player searches for himself an open and public question (no binary questions of the type yes/no, black/white..., and the answer should be known by some people outside the player's circle.) In turn, each player asks his question to his companions, who should answer it secretly (e.g. on a sheet of paper). Then, everybody publicly announces the answers.

Score accounting   Each player who did not answer correctly gives a chip from his own stack and puts it in the middle of the assembly. Each player who did answer correctly takes a chip from it. At this time, three scenarii could occur:

- There are no chips left at the end of the exchange, and all winners have received one.

- Some winners did not receive the chip they have earned. The player who asked the question takes one from his own personal stack, and gives one chip per winner who did not receive his due.

- A balance of some chips remains from the exchange. The player who asked the question doubles the balance from his own stack, the doubled balance being definitively discarded from the game.

This accounting method incites players to invent balanced questions, and to favour the players faring most badly.

End of the game   The game ends when a player does not own any more chips. The winner is the one who has the largest chips count.