Fact Party [Invisible 008]

a library-wandering game for any number of players

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a game by Jeremy P. Bushnell

Object

To impress your friends by being able to uncover interesting and obscure facts in a limited span of time.

You Need

- a large library (an institutional one works best, but a good personal one could do in a pinch)
- paper and writing implements
- a timekeeping device

Setup

- Get a bunch of friends together at a library.

- Distribute the paper and writing implements and agree on a duration for the game (half an hour seems to work well) and a place to reconvene.

- Begin play.

play! **>>**

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Play

Each player has a simple goal: to use the resources of the library to discover the existence of an interesting fact that they were not aware of when the game began. Different players develop different strategies: all are considered valid.

Players write down the fact(s) they uncover and then reconvene when their time is up and share the facts that they learned with the other players.

Winning

Although uncovering the "most" interesting or obscure fact can be a point of pride, Fact Party does not operate in the spirit of "winners" and "losers," but rather in the spirit of cooperation and sharing. The giving and receiving of interesting information should reward all players evenly, and declaring one player the 'winner' would be about as crass as declaring one person the 'winner' of, say, Christmas morning.

Origin and credits

The Fact Party was a direct extension of my earlier Listening Parties, evenings where my music-geek friends and I would gather together and take turns playing obscure and interesting musical selections for one another. The Listening Parties were a great success, and I felt that its simple "discover, gather, share" system would work equally well with different sorts of information as well. Fact Party was played for the first time in the winter of 2000 in Minneapolis with Kat M. and Eric S., and then again in March 2000 with the other members of the Invisible City team, in Austin.

Enjoyed this game? Let us know: jeremy@invisible-city.com

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