

# The game of **PLAUSIBILITY** (aka Academic BS)

A game for 2 or more players plus moderator

## **Play**

1. Each player, in order, takes a turn as *speaker* and makes some statement (in our case concerning measurable or computable quantities) The statement should be potentially verifiable as correct or incorrect. Questions as to the suitability of statements are decided by the moderator.
2. After the statement is made, any other player may challenge the correctness of the statement. First player to challenge gets any credit; ties are decided by who is closest to the speaker in the direction of play (e.g. clockwise) at the discretion of the moderator. At some point the moderator declares the challenge period over.
3. If no player challenges a statement during the challenge period, the speaker may declare his own statement to be incorrect by declaiming “gotcha” (or some such exclamation). The speaker is not obligated to reveal any deception.
4. All challenges and gotchas are subject to verification. Any available source of information may be used, including the web, knowledge of the players, moderator etc. Correctness is to be evaluated on the basis of understood content, not on technical semantics, i.e. no word games or trick questions. The moderator is the judge of the outcome of the verification process, and may declare a statement to be undecidable.

## **Scoring**

1. An unchallenged statement earns the speaker 1 point.
2. A challenged statement that turns out to be correct earns the speaker 2 points while the challenger loses 1 point.
3. A challenged statement that is incorrect earns the challenger 1 point, while the speaker loses 1 point.
4. An unchallenged statement declared incorrect by the speaker and verified as incorrect earns the speaker 2 points; however if the statement is not actually incorrect, the speaker gets 0 points. For quantitative statements, the value must be off by at least a factor of 2 (to prevent gaming on high-accuracy values),
5. Any statement declared as undecidable by the moderator results in no score for anyone, and the turn passes to the next player. The idea is to discourage players from making undecidable statements.