

HAGGLE HUNT

Each player starts with some random poker cards and pink rule slips. Rule slips look like this:

Rule 1	Each card is worth [A] points unless otherwise specified
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The "[A]" signifies that you should replace that letter with the answer to Clue A. Clue A and Rule 1 have already been filled in for you below. Fill in the rest as you play the game.

Rule 1	<i>Each card is worth 1 point unless otherwise specified</i>	CLUE A	Number on the lamppost outside Coffee Monkey	001
Rule 2		CLUE B	Floor number occupied by Mott MacDonald in the Renaissance Building	
Rule 3		CLUE C	Number of bollards outside the entrance to Carolyn House	
Rule 4		CLUE D	Number of "brand new office buildings" advertised on the Ruskin Square hoardings	
Rule 5		CLUE E	Number of trees on the roundabout where Dingwall Road meets Lansdowne Road	
Rule 6		CLUE F	Name of the card suit that appears in the name of the shop directly opposite Waitrose	
Rule 7		CLUE G	The number on the door of Hartwig's Solicitors	
Rule 8		CLUE H	The cost of "Pints from £" on the sign of the Lansdowne Lounge Bar	
Rule 9		CLUE J	Number of floors (including the ground floor) of Corinthian House	
Rule 10		CLUE K	Number of oranges beneath the "Cool Banana" on the fruit and veg kiosk mural	
Rule 11		CLUE L	First word of the stop after Fieldway, travelling from Wellesley Road tram stop	

Players can trade cards and information with one another, in any way they wish: cards for cards, rules for clues, cards for rules. Cards can be traded with or without revealing their face value, and rules can be shared by swapping the printed slips, taking a peek at them, or (cheapest of all) by selling rumours second-hand. Players should haggle, and are entirely free to lie.

Players must be back at the start point at 12:15pm. Trading stops, and players reveal the cards they're choosing to score (if you want to leave some out, just hold them back). Scores are then calculated using all eleven rules - ignorance of a rule is no excuse!