Barbarossa
Revised Rules by Michael Bowling

Overview
Each player molds two riddles out of clay. Players then get opportunities to ask yes/no questions, secretly get letters, and guess the other players' riddles. Players get points for correctly guessing riddles, and for making riddles that are not too easy, but not too hard.

Riddles
Each of the players receives one color of clay. The players have 10 minutes to mold two riddles using the clay. If there are more than six players, players should pair up into teams and each team member molds one of its team's riddles. A riddle is a word. The sculpture may depict the riddle, be a portion of the riddle, show more than just the riddle, or may just be related to the riddle. A guess will only be correct if it specifies the riddle's exact word. For example, if the riddle was "revolver", guesses of "gun", "pistol", or even "revolvers" would be incorrect. Spelling errors are ignored. To gain the most points, players must make riddles that are not too easy or too hard. They should require a number of yes/no questions and letters before they can be guessed.

Playing the Game
At the beginning of the game, place the turn marker on the square marked “Start" and the players' scoring pieces on the scoring track at "0". Each player receives one interrupt, or two for a six player game, (see Interrupts). The youngest player goes first, and play continues clockwise. Each player takes their turn by rolling the die and taking the appropriate action:

- On a "1", the player receives an interrupt.
- On a "2–3", the player may ask for a letter in another player's riddle. For example, "What is the first letter of this riddle?", or "What is the second consonant of this?" The player owning the riddle secretly writes the inquired letter on a scrap of paper to be shown only to the requesting player. An answer of "-" means there is no such letter. Optional Rule: On a "2", the player may choose between asking for a letter and receiving an interrupt.
- On a "4–6", the player has approximately one minute to ask yes-no questions of other players' riddles. The owning player must answer the question truthfully and quickly using one of the following answers:
  - Yes,
  - No,
  - Maybe, or
  - That question is not relevant.

If the answer requires some thought, then the answer should be "maybe". The questioner may ask any number of questions of any number of riddles. At any point the player may stop the time, or continue until time runs out, and then make a guess of one of the riddles. The guess is written secretly on a scrap of paper and given to the owning player. If the guess is correct, both players score points and an arrow (or toothpick) is stabbed into the riddle. If this is the riddle's second arrow, then the riddle is removed from the game. If the guess is incorrect, then the turn marker is advanced one square toward "End". For three and four player games, the turn marker skips over the squares containing an arrow and marked "3P" or "4P", respectively.

Scoring
Points are only received after a correct guess and are determined by the position of the turn marker. The player that guessed correctly receives the top number in the turn marker's column, while the player owning the riddle that was guessed receives the bottom number. That's it!

Interrupts
A player may use an interrupt to pause the game and either (a) guess a riddle, or (b) ask a player for a letter as if they had just rolled a "2" or "3". Correct guesses are scored normally. Incorrect guesses during interrupts have no affect on the turn marker. A player may not interrupt someone else's interrupt, nor between the time when a player's question time has stopped but they haven't finished their guess. Interrupts are valuable and should not be used lightly.

Game End
The game ends immediately when one of the following happens. (a) The turn marker advances to the square marked “End". (b) A player has already successfully guessed all the remaining riddles apart from their own, and so has no more riddles to guess. The player with the most points is the winner.