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Theres the Major Fun Award-winning Telestrations, which you, of course, know and love, as you deservedly should. Keep that in mind, and read on. Playing Telestrations often makes you giggle at the other peoples drawings especially when theres something, shall we say, suggestive about them. Or when you could, if you were so inclined, so interpret them. Its an adolescent kind of thing that chance to be naughty-minded a chance that most adults enjoy even more. Thus, its no wonder that, for adults, playing Telestrations After Dark(yes, the box glows in the dark, as will certain recesses of your eighth-grade minds) turns out to be even more giggle-worthythan its predecessors. Inside your Telestrations After Dark box you will find 100, two-sided cards listing over 1200 words, 8 erasable color coiled sketch books, 8 dry erase markers, 8 tiny but effective clean up cloths and 8 after dark, color coordinated drink coasters that match the color of your coil, hence helping you identify which sketching-and-guessing book (and coaster) is yours. The instructions are also written on each page of the sketch-and-guess books. And, if youve played any version of Telestrations before, you wont even need those instructions. The more people who play, the longer the game. A round shouldnt take more than an enough fun just showing each other the completed books. What makes this game so adult are the words that are included on the word cards (where else?). A relatively innocuous sample: 1. bearded lady 2. petting zoo 3. FICTIONAL CHARACTER 4. organ donor 5. sweaty palms 6. foreplay Share copy and redistribute the material in any medium or format for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material., the free encyclopedia that anyone can edit.117,185 active editors 7,001,773 articles in EnglishThe English-language Wikipedia thanks its contributors for creating more than seven million articles! Learn how you can take part in the encyclopedia's continued improvement. Members of the victorious Blondie crewThe Boat Race 2018 took place on 24March. Held annually, The Boat Race is a side-by-side rowing race between crews from the universities of Oxford and Cambridge along a 4.2-mile (6.8km) tidal stretch of the River Thames in south-west London, England. For the third time in the history of the event, the men's race saw Cambridge lead from the start, eventually winning by a considerable margin to take the overall record to 4330 in their favour. In the women's reserve race, Cambridge's Blondie (crew pictured) defeated Oxford's Isis by a margin of four lengths. The men's reserve race was won by Cambridge's Blondie (crew pictured) defeated Oxford's Isis by a margin of four lengths. The men's reserve race was won by Cambridge's Blondie (crew pictured) defeated Oxford's Isis by a margin of four lengths. The men's reserve race was won by Cambridge's Blondie (crew pictured) defeated Oxford's Isis by a margin of four lengths. and completed a whitewash as Cambridge won, taking the overall record to 8380 in their favour. The races were watched by around 250,000 spectators live, and broadcast around the world. (Fullarticle...)Recently featured: Radar, Gun Laying, Mk.I and Mk.IIAndrea NavageroNosy KombaArchiveBy emailMore featured articlesAboutKitty Marion... that Kitty Marion (pictured) was force-fed over 200 times during a hunger strike?... that the North Korean destroyer Choe Hyon is the largest ship constructed for the Korean People's Navy?... that the North Korean destroyer Choe Hyon is the largest ship constructed for the Korean People's Navy?... that the North Korean destroyer Choe Hyon is the largest ship constructed for the Korean People's Navy?... that the North Korean destroyer Choe Hyon is the largest ship constructed for the Korean People's Navy?... that the North Korean People Navy?... that May Navy?... that the North Korean People Navy?... that the Navy?... the Navy? Bradford Shockley is why Silicon Valley is where it is?... that the conservation of a goat might endanger the survival of Aquilegia paui?... that the Taiwanese restaurant chain Formosa Chang drew inspiration from McDonald's for its non-greasy atmosphere and corporate practices?... that Haridas Mitra had his death sentence commuted after the intervention of Mahatma Gandhi?... that "Steve's Lava Chicken" recently became the shortest song to enter the UK Top 40? ArchiveStart a new articleNominate an articleNgg wa Thiong'o Kenyan writer and activist Ngg wa Thiong'o (pictured) dies at the age of 87. In sumo, nosato Daiki is promoted to yokozuna. In association football, Liverpool win the Premier League concludes with Fenerbahe winning the Final Four Playoff. Ongoing: Gaza warM23 campaignRussian invasion of UkrainetimelineSudanese civil wartimelineRecent deaths: Harrison Ruffin TylerPhil RobertsonMary K. GaillardPeter DavidAlan YentobGerry ConnollyNominate an articleMay 31: Dragon Boat Festival in China and Taiwan (2025); World No Tobacco DayBessarion455 Petronius Maximus, the ruler of the Western Roman Empire, was stoned to death by a mob as he fled Rome ahead of the arrival of a Vandal force that sacked the city.1223 Mongol invasion of Kievan Rus': Mongol forces defeated a Kievan Rus': Mongol forces defeated a Kievan Rus' army at the Battle of the Kalka River in present-day Ukraine.1468 Cardinal Bessarion (pictured) announced his donation of 746 Greek and Latin codices to the Republic of Venice, forming the Biblioteca Marciana.1935 A magnitude-7.7 earthquake struck Balochistan in British India, now part of Pakistan, killing between 30,000 and 60,000 people.2013 A tornado struck Central Oklahoma, killing eight people and injuring more than 150 others. Albertino Mussato (d.1329) Joseph Grimaldi (d.1837) Dina Boluarte (b.1962) Mbaye Diagne (d.1994)More anniversaries: May 30May 31June 1ArchiveBy emailList of days of the yearAboutCucumis metuliferus, the African horned cucumber, is an annual vine in the cucumber and melon family, Cucurbitaceae. Its fruit has horn-like spines, hence the name "horned melon". The ripe fruit has orange skin and lime-green, jelly-like flesh. It is native to Southern Africa, where it is a traditional food. Along with the gemsbok cucumber and the citron melon, it is one of the few sources of water during the dry season in the Kalahari Desert. This photograph, which was focus-stacked from 25 separate images, shows two C.metuliferus fruits, one whole and the other in cross-section. Photograph credit: Ivar LeidusRecently featured: Ignace TonenAustralian white ibisHell Gate BridgeArchiveMore featured picturesCommunity portal The central hub for editors, with resources, links, tasks, and announcements. Village pump Forum for discussions about Wikipedia itself, including policies and technical issues. Site news Sources of news about Wikipedia and the broader Wikimedia movement. Teahouse Ask basic questions about using or editing Wikipedia. Help desk Ask research questions about encyclopedic topics. Content portals A unique way to navigate the encyclopedia. Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a non-profit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikibooksFree textbooks and manuals WikidataFree knowledge base WikinewsFree-content news WikiquoteCollection of quotations WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools DeutschEspaolFranaisItalianoNederlandsPolskiPortugusSvenskaTing Vit 250,000+ articles Bahasa IndonesiaBahasa MelayuBn-lm-gCataletinaDanskEestiEsperantoEuskaraMagyarNorsk bokmlRomnSimple EnglishSloveninaSrpskiSrpskohrvatskiSuomiTrkeOzbekcha 50,000+ articles AsturianuAzrbaycancaBosanskiFryskGaeilgeGalegoHrvatskiKurdLatvieuLietuviNorsk nynorskShqipSlovenina Retrieved from "2This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. Find sources: "455" news newspapers books scholar JSTOR (April 2019) (Learn how and when to remove this message) Calendar year Years Millennium 1 stmillennium 2 strong the challenged and removed. Find sources: "455" news newspapers books scholar JSTOR (April 2019) (Learn how and when to remove this message) Calendar year Years Millennium 2 strong the challenged and removed. Find sources: "455" news newspapers books scholar JSTOR (April 2019) (Learn how and when to remove this message) Calendar year Years Millennium 2 strong the challenged and removed. Find sources: "455" news newspapers books scholar JSTOR (April 2019) (Learn how and when to remove this message) Calendar year Years Millennium 2 strong the challenged and removed. Find sources: "455" news newspapers books scholar JSTOR (April 2019) (Learn how and when to remove this message) Calendar year Years Millennium 2 strong the challenged and removed. Find sources: "455" news newspapers books scholar JSTOR (April 2019) (Learn how and when to remove this message) Calendar year Years Millennium 2 strong the challenged and removed. Find sources: "455" news newspapers books scholar JSTOR (April 2019) (Learn how and when to remove this message) Calendar year Years Millennium 2 strong the challenged and removed an leadersReligious leadersCategoriesBirthsDeathsDisestablishmentsvte455 in various calendar 376377Bengali calendar 376378Bengali calendar 37637Bengali calendar 37637Ben or 2945to (WoodGoat)3153 or 2946Coptic calendar171172Discordian calendar1621Ethiopian calendar4448Hebrew calendar42154216Hindu calendar167 BP 166 BPIslamic calendar171 BHJavanese calendar340341Julian Julian calendar. At the time, it was known as the Year of the Consulship of Valentinianus and Anthemius (or, less frequently, year 1208 Ab urbe condita). The denomination 455 for this year has been used since the early medieval period, when the Anno Domini calendar era became the prevalent method in Europe for naming years. March 16 Emperor Valentinian III. age 35, is assassinated by two Hunnic retainers of the late Flavius Aetius, while training with the bow on the Campus Martius (Rome), ending the Theodosian dynasty, His primicerius sacri cubiculi. Heraclius, is also murdered. March 17 Petronius Maximus, former domesticus ("elite bodyguard") of Aetius, becomes (with support of the Roman Senate) emperor of the Western Roman Empire. He secures the throne by bribing officials of the imperial palace. Maximus consolidates his power by a forced marriage with Licinia Eudoxia, widow of Valentinian III. Maximus appoints Avitus, most trusted general, to the rank of magister militum and sends him on an embassy to Toulouse, to gain the support of the Visigoths. He elevates his son Palladius to Caesar and has him marry Eudocia, eldest daughter of Valentinian III. May 31 Maximus is stoned to death by an angry mob while fleeing Rome. A widespread panic occurs when many citizens hear the news that the Vandals are plundering the Italian mainland. June 2 Sack of Rome: King Genseric leads the Vandals into Rome, after he has promised Pope Leo I not to burn and plunder the city. Genseric sacks the city for a period of two weeks. Eudoxia and loaded into ships, from whence the Vandals depart and return to Carthage. July 9 Pannonia and Dalmatia. Battle of Aylesford: Prince Vortimer rebels against the pro-Anglo-Saxon policies of his father, Vortigern. He is defeated in the battle at Aylesford (Kent). Hengist and his son Oisc become king of Kent. Horsa and Catigern, brother of Vortimer, are killed. The Britons withdraw to London (according to the Anglo-Saxon policies of his father, Vortigern, brother of Vortimer, are killed. The Britons withdraw to London (according to the Anglo-Saxon policies of his father, Vortigern. He is defeated in the battle at Aylesford (Kent). Chronicle). Skandagupta succeeds Kumaragupta I as ruler of the Gupta Empire (India). During his reign he crushes the Hun invasion; however, the expense of the Korean kingdom of Baekje. [1] Earliest recorded date at Chichen Itza on the Yucatn Peninsula leaders3rdcentury4thcentury5thcentury5thcentury5thcentury CE.Eastern Hemisphere at the end of the 4th century CE.The 4th century Was the time period from 301 CE (represented by the Roman numerals CCCI) to 400 CE (CD) in accordance with the Julian calendar. In the West, the early part of the century was shaped by Constantine the Great, who became the first Roman emperor to adopt Christianity. Gaining sole reign of the empire, he is also noted for re-establishing a single imperial capital, choosing the site of ancient Byzantium in 330 (over the current capitals, which had effectively been changed by Diocletian's reforms to Milan in the East) to build the city soon called Nova Rome); it was later renamed Constantinople in his honor. The last emperor to control both the eastern and western halves of the empire was Theodosius I. As the century progressed after his death, it became increasingly apparent that the empire had changed in many ways since the time of Augustus. The two-emperor system originally established by Diocletian in the previous century fell into regular practice, and the east continued to grow in importance as a centre of trade and imperial power, while Rome itself diminished greatly in importance due to its location far from potential trouble spots, like Central Europe and the East. Late in the century Christianity became the official state religion, and the empire's old pagan culture began to disappear. [citation needed] General prosperity was felt throughout this period, but recurring invasions by Germanic tribes plagued the empire from 376[1][2] CE onward. These early invasions marked the beginning of the end for the Western Roman Empire. In China, the Jin dynasty, which had united the nation prior in 280, began rapidly facing trouble by the start of the century due to political infighting, which led to the insurrections of the northern barbarian tribes (starting the Sixteen Kingdoms period), which quickly overwhelmed the empire, forcing the Jin court to retreat and entrench itself in the south past the Former Qin, Fu Jin, united the north under his banner, and planned to conquer the Jin dynasty in the south, so as to finally reunite the land, but was decisively defeated at the Battle of Fei River in 383, causing massive unrest and civil war in his empire, thereby leading to the Former Qin, and the continued existence of the Eastern Jin dynasty. According to archaeologists, sufficient archaeological evidence correlates of state-level societies coalesced in the 4th century to show the existence in Korea of the Three Kingdoms (300/400668 CE) of Baekje, Goguryeo, and Silla. Historians of the Roman Empire refer to the "Long Fourth Century" to the period spanning the fourth century proper but starting earlier with the accession of the Emperor Diocletian in 284 and ending later with the death of Honorius in 423 or of Theodosius II in 450.[3]See also: Christianity Contemporary bronze head of Constantine I (r. 306337 AD)Early 4th century Former audience hall now known as the Basilica, Trier, Rome). Tikal had a population of about 100,000 when it was conquered by Teotihuacan, less than a fourth of its peak population[4]320: Butuan Boat One, the Oldest known Balangay, a multi-purpose ship native to the Philippines is built.325328: The Kingdom of Aksum adopts Christianity.325: Constantine the Great calls the First Council of Nicaea to pacify Christianity in the grip of the Arian controversy.335380: Samudragupta expands the Gupta Empire.337: Constantine the Great is baptized a Christian on his death bed.350: About this time the Kingdom of Aksum conquers the Kingdom of Kush.350400: At some time during this period, the Huns began to attack the Sassanid Empire.[2]350: The Kutai Martadipura kingdom in eastern Borneo produced the earliest known stone inscriptions in Indonesia known as the Mulavarman inscription written in the Sanskrit language using Pallava scripture.[5]Mid-4th century Wang Xizhi makes a portion of a letter from the Feng Ju album. Six Dynasties period. It is now kept at National Palace Museum, Taipei, Taiwan, Republic of China. 365: An earthquake with a magnitude of at least eight strikes the Eastern Mediterranean. The following tsunami causes widespread destruction in Crete, Greece, Libya, Egypt, Cyprus, and Sicily. 376: Visigoths appear on the Danube and are allowed entry into the Roman Empire in their flight from the Huns.378: Battle of Adrianople: Roman army is defeated by the Visigoth cavalry. Emperor Valens is killed.378395: Theodosius I, Roman emperor, bans pagan worship, Christianity is made the official religion of the Empire.378: Siyaj K'ak' conquers Waka on (January 8), Tikal (January 16) and Uaxactun. Wall painting of the Council of Constantinople reaffirms the Christian doctrine of the Trinity by adding to the creed of Nicaea. 383: Battle of Fei River in China. 395: The Battle of Canhe Slope occurs. 395: Roman emperor Theodosius I dies, causing the Roman Empire to split permanently. Late 4th century: Atrium added in the Old St. Peter's Basilica, Rome. For a more comprehensive list, see Timeline of historic inventions 4th century. The Stirrup was invented in China, no later than 322.[6][1]Kama Sutra, dated between c.400 BC to c. 300 AD.[7][8]Iron pillar of Delhi, India is the world's first Iron Pillar.[citation needed]Trigonometric functions: The trigonometric functions sine and versine originated in Indian astronomy.[9]Codex Sinaiticus and the Codex Vaticanus Graecus 1209, are the earliest Christian bibles.[10][11]Book of Steps, Syriac religious discourses.[citation needed] a b "The invention and influences of stirrup". Archived from the original on December 3, 2008. The Long Fourth Century 284450: Continuity and Change in the Later Roman Empire ed. S. McGill, C. Sogno and E. Watts (Cambridge 2008). "The Maya: Glory and Ruin". National Geographic Magazine. Archived from the original on April 9, 2008.^ "The Austronesians: Historical and Comparative Perspectives". 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Retrieved 16 March 2013. Retrieved from "4The following pages link to 4th century External tools (link counttransclusion countsorted list) See help page for transcluding (links | edit)1st century (links | edit)1st century (links | edit)2th century (links | edit)2th century (links | edit)3ft century (links | edit)2th century (links | edit)4th BC (links | edit)432 (links | edit)200s (decade) (links | edit)310s (links | edit)310s (links | edit)320s (links | edit)321 (links | edit)310s (links | edit)310s (links | edit)320s (li $(links \mid edit)$ 286 $(links \mid edit)$ 476 $(links \mid edit)$ 470 $(links \mid edit)$ 470 (linksfrom data directly at handFor other uses, see Guess (disambiguation). For the town in Austria, see Gssing. The exact number of candy pieces in this jar cannot be determined by looking at it, because not all of the pieces are visible. The amount must be guessed or estimated. Guessing is the act of drawing a swift conclusion, called a guess, from data directly at hand, which is then held as probable or tentative, while the person making the guess (the guesser) admittedly lacks material for a greater degree of certainty.[1]A guess is an unstable answer, as it is "always putative, fallible, open to further revision and interpretation, and validated against the horizon of possible meanings by showing that one interpretation is more probable than another in light of what we already know".[2] In many of its uses, "the meaning of guessing is assumed as implicitly understood",[3] and the term is therefore often used without being meticulously defined. Guessing is assumed as implicitly understood, and the purely random selection of the term is therefore often used without being meticulously defined. Guessing is assumed as implicitly understood, and the purely random selection of the term is therefore often used without being meticulously defined. Guessing is assumed as implicitly understood, and the purely random selection of the term is therefore often used without being meticulously defined. Guessing is assumed as implicitly understood, and the term is therefore often used without being meticulously defined. one choice from a set of given options. Guessing may also involve the intuition of the guesser,[4] who may have a "gut feeling" about which team will take the offense at a sporting event is a paradigm case of a guess that requires minimal consideration of forces influencing the outcome. Philosopher Mark Tschaepe, who has written extensively on the scientific and epistemological role of guessing, has noted that there are often-overlooked "gradations" of guessing that is, different kinds of guessing that is, different kinds of guessing, has noted that there are often-overlooked "gradations" of guessing that is, different kinds of guessing that guessing that is, different kinds of guessing that guessing that as "an initial, deliberate originary activity of imaginatively creating, selecting, or dismissing potential solutions to problems or questions as a volitional response to those problems or questions when insufficient information is available to make merely a deduction and/or induction to the solution or answer". He objects to definitions that describe guessing as either forming a "random or insufficiently formed opinion", which Tschaepe deems too ambiguous to be helpful, or "to instantaneously happen upon an opinion without reasoning, when in fact a reasoning process may be occurring so quickly in the mind of the guesser that it does not register as a process.[3] This reflects the observation made centuries before by Gottfried Wilhelm Leibniz, that "when I turn one way rather than another, it is often because of a series of tiny impressions of which I am not aware".[5] Tschaepe quotes the description given by William Whewell, who says that this process "goes on so rapidly that we cannot trace it in its successive steps".[3][6]A guess that "is merely a hunch or is groundless... is arbitrary and of little consequence epistemologically".[7] A guess made with no factual basis for its correctness may be called a wild guess. Jonathan Baron has said that "[t]he value of a wild guess is l/N + l/N l/N = l/N", meaning that taking a true wild guess is no different from choosing an answer at random.[8] Philosopher David Stove described this process as follows: A paradigm case of guessing is, when captains toss a coin to start a cricket match, and one of them 'calls', say "heads". This cannot be a case of knowledge, scientific knowledge or any other, if it is a case of guessing. If the captain knows that the coin will fall heads, it is just logically impossible for him also to guess that it will. More than that, however: guessing, at least in such a paradigm case, does not even belong on what may be called the epistemic scale. That is, if the captain, when he calls "heads", is guessing, he is not, in virtue of that, believing, or inclining to think, or conjecturing, or anything of that sort, that the coin will fall heads. And in fact, of course, he normally is not doing any of these things when he guesses. He just calls. And this is guessing, whatever else is.[9]In such an instance, there not only is no reason for favoring "heads" or "tails", but everyone knows this to be the case. Tschaepe also addresses the guess made in a coin flip, contending that it merely represents an extremely limited case of guessing a random number. Tschaepe examines such guesses at greater length with the instance of guessing a number between 1 and 100, for which Tschaepe notes that the guesser "has to look for clues that are specific to what or whom is ordering them to guess, as well as possible past scenarios that involved guessing numbers", and once these are exhausted, "there comes a point very early in the process wherein no other clue to an answer exists".[3] As an exemplary case of guessing that involves progressively more information from which to make a further guess, Tschaepe notes the game of Twenty Questions, which he describes as "similar to guessing a number that the other person is thinking, but unlike guessing a number as a singular action... allows for combining abductive reasoning with deductive reasoning with deductive reasoning ".[3]An apparently unreasoned guess that turns out to be correct may be called a happy guess,[3] or a lucky guess, [10] and it has been argued that "a 'lucky guess' is a paradigm case of a belief that does not count as knowledge".[11] Jane Austen, in Emma, has the titular character respond to a character respond to a character calling a match that she made a "lucky guess" by saying that "a lucky guess is never merely luck. There is always some talent in it".[12] As Tschaepe notes, William Whewell stated that Guesses, in these as in other instances, imply various suppositions made, of which some one turns out to be the right one".[6]By contrast, a guess made using prior knowledge to eliminate clearly wrong possibilities may be called an informed guess or an educated guess or an educated guesses can be distinguished from the kind of informed guesses that lead to the development of a scientific hypothesis. Tschaepe notes: "When a decision must be made, the educated guess of the experts will be the best basis for a decision an educated guess, although often one that involves making a numerical determination, and using some knowledge of known or observable variables to determine the most likely number or range of numbers. Wild estimation is a matter of selecting one possible answer from a set with little or no reason. Another kind of guessing is conjecture, particularly as used in mathematics to refer to a conclusion or proposition which appears to be correct based on incomplete information, but for which no proof has been found.[14] [15]Tschaepe notes that "guessing has been indicated as an important part of scientific processes, especially with regard to hypothesis-generation, Tschaepe has stated that guessing is the initial, creative process involved in abductive reasoning wherein new ideas are first suggested. Following the work of Charles S. Peirce, guessing is "a combination of musing and logical analysis."[16]Science is done by making educated guess about how the world works and then testing those guesses by doing experiments. Such an educated guess is called a hypothesis.[17]People learn to guess at an early age, and there are many guessing games played by children. In practice, children may find themselves in situations where "guessing is the only strategy even though it provides no more than a gross estimate; (2) the ability to recognize that different levels of accuracy are possible and acceptable in different situations".[18]Certain kinds of exams, particularly those that involve multiple choice questions, attempt to penalize exam takers for guessing by giving a small negative score for each wrong answer, so that the average number of correct guesses will be offset by the combined penalty for the average number of incorrect guesses. In such a scenario, a guesser who can eliminate one or two wrong answers can gain overall by guessing from the remaining pool of answers. [19] According to Polanyi, guessing is the end result of a problem, observations of clues, and directedness toward solving the problem. Guessing is the action that brings about "a definite solution" (139). here is a definite process to guessing in Polanyi's account, although he does tend towards Whewell and Hempel in the comparison he makes between discovering hypotheses and Gestalt perception (144).[3]Guessing has been asserted to be necessary in literary theory, where "we have to guess the meaning of the text because the author's intention is beyond our reach". Because the reader can never put themselves in exactly the situation the author was in when the text was written, to construe the meaning of the text "is to make a guess".[20]"Guessing game" redirects here. For other uses, see Guessing Game (disambiguation). See also: riddleGame of Charades involves single person acting out a phrase, with the rest of the group guessing to discover some kind of information, such as a word, a phrase, a title, or the identity or location of an object. [21] A guessing game has as its core a piece of information that one player knows, and the object is to coerce others into guessing that piece of information without actually divulging it in text or spoken word. Charades is probably the most well-known game of this type, and has spawned numerous commercial variants that involve differing rules on the type of communication to be given, such as Catch Phrase Taboo, Pictionary, and similar. The genre also includes many game shows such as Win, Lose or Draw, Password and \$25,000 Pyramid. Many of the games are played co-operatively. In some games are "readily adaptable for classroom use", as such a game "creates just enough tension to remain exciting, challenging, and competitive" for children in therapy may initiate guessing games as a way to avoid talking about distressing issues, so some therapists prefer other kinds of games to facilitate communication.[22]Examples of guessing games include:30 SecondsBattleshipBotticelliBulleribockCharadesHangmanI spyMastermindName That TunePictionaryProtmuisTabooTime's Up!Twenty questionsUlam's gameGuess Who?What's My Line?Two people playing Guess Who? board game at Spiel 2008In software testing, error guessing is a test method in which test cases used to find bugs in programs are established based on experience in prior testing. [23] The scope of test cases usually rely on the software failure, or may cause errors to appear. [24] Typical errors include divide by zero, null pointers, or invalid parameters. Error guessing has no explicit rules for testing; test cases can be designed depending on the situation, either drawing from functional documents or when an unexpected/undocumented error is found while testing operations. [23] A study of guessing in social situations (for example, guessing someone's test score or potential salary) determined that there are situations where it is beneficial to intentionally either overguess (guess a higher amount). [25] The study noted that students who knew the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when another person who did not know the score they had received on a test were happier when a test were had been also as a test were had a t guessed a lower number; the lower guess gave the student the positive feeling of having exceeded expectations.[25] Abductive reasoning Conjecture Error guessing M. Kaplan, Ricoeur's Critical Theory (2003), p. 68. a b c d e f g h i Mark Tschaepe, "Gradations of Guessing: Preliminary Sketches and Suggestions", in John R. Shook, Contemporary Pragmatism Volume 10, Number 2, (December 2013), p. 279.^ Gottfried Leibniz, in New Essays on Human Understanding, tr. Peter Remnant and Jonathan Bennett (download 1705) [1981]), p. 115-16. a b William Whewell, The Philosophy of the Inductive Sciences: Founded Upon Their History, Volume 2 (1840), p. 206-207. Martin Schiralli, Constructive Postmodernism: Toward Renewal in Cultural and Literary Studies (1999), p. 67. Jonathan Baron, Rationality and Intelligence (2005), p. 146. David Stove, Popper and After: Four Modern Irrationalists (1982), p. 15. Oliver Ibe, Fundamentals of Applied Probability and Random Processes (2014), p. 25, defining a lucky guess in the context of a person making random guesses as "among the questions whose answers she guessed at random". 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Retrieved from "2Board game30 SecondsPublishersCalco Games Woodland Games Limited (Ireland) PlayersMin 3, max 16 Playing time1 hour Chance Medium Age range15 and up, though there is a junior version Skills Dice rolling, General Knowledge/Trivia, Team play30 Seconds is a charades-like fast-paced general knowledge board game, created by Calie Esterhuyse and first published in South Africa in 1998.[1] The game is played with two or more teams of at least two players. Each round one player picks a card and has 30 seconds to describe the five objects, people or places written on the card without revealing the card or saying any part of the name. [2] The aim is for their teammates to guess as many correct words on the card as they can within the time limit for the chance to move their teammates to guess as many correct words on the card or saying any part of the name. references. The game has international acclaim and has been translated into several other languages; and is now available for sale in the Netherlands, Germany, Australia, England, France, the USA and Ireland. The popularity has grown to create a junior version too.[1]The overall objective of the game is for each team to be the first to move their token from start to finish around the board.[2] along a track of 35 alternating blue and vellow squares with decorative general-knowledge-inspired pictures. Teams advance by correctly identifying the words their teammate is describing each round. The players divide into teams. Each team selects a token and places it on the START square. At the start of each round, the team throws a special 30 Seconds die to determine a handicap. The die has six sides with values of 0, 1 or 2. This handicap will be subtracted from the number of correct guesses during that turn to determine how many squares their token may advance, therefore 0 is preferable. Now the team decides on a describer for the turn, while the rest of the team will be identifiers. All players must take their turn at being both describer within a team must rotate with each turn.[2]The describer draws a card from the "OUT" side of the card box without looking at the words before the timer begins. Each card has a yellow side and a blue side and the player will read from the side that corresponds with the colour square their token is on. There are five words printed on each card side. The opposing team then turns over the 30-second timer to begin the describing and guessing. The describer may describe the five words in any order and in any way they wish, including singing, humming and gesticulating. They may not say the actual words on the card (not including 'and' etc), words derived from the words on the card (fishing if the word is fish), say what letters it begins with, what it sounds like or rhymes with, use translations or point to anything.[2]The identifiers shout out their guesses as the describer is describing and it is the opposing team's responsibility to keep an eye on the timer and shout "stop" once it has run out. Finally, the team determines how many squares they move forward by taking the number of correct answers and subtracting the handicap is higher than the correct guesses, the team does not move backwards. The team returns their used card to the "IN" side of the card box and it is the next team's turn. The first team to reach the FINISH square is the winner. Clues are generally short with a strong emphasis on synonyms and associations. For example, if the answer is "Gauteng" the clue might be as simple as, "The province in which Johannesburg is found". The official rules regarding clues are restrictive and provision is made for penalties (moving backwards).[2] In most circumstances house rules are more relaxed to increase the speed and enjoyment of the game.30 Seconds was created by Calie Esterhuyse but its origin seems to be collaborative. In 1996, while on holiday in Gordons Bay, tennis player Marius Barnard came up with a game for the 20 people present. Each person had to write a name on a piece of paper and place it in a bowl. The papers were shuffled and guests were paired as partners. They were asked to pull a piece of paper and had 40 seconds to describe it to their teammate. [1] The game was played again a year later at a beach house at Great Brak River where Esterhuyse was present and this sparked the idea of creating an exciting board game with a similar process. We wrote down famous names on pieces of paper and each of us had to explain who the person was without mentioning the name. We enjoyed it so much that we played it again and again.[3] Esterhuyse had already developed another game called Goldquest, which had been available since 1993. This experience helped him to develop 30 Seconds was "Rudi Nappy", which happened to be the name pulled out of the bowl by rugby player Schalk Burger at the party hosted at Great Brak River. It was also the name of an artist who created the placemats at the party. The name didnt stick and just before it was ready to be released in 1998 it was changed to 30 Seconds. Explaining that a game needs to be exceptional to succeed in the small South African game market, Esterhuyse said, It also has to have an element of fun. South Africans like games that are uncomplicated and dont take ages to explain. In Northern Europe and Scandinavia it is quite the opposite complicated and strategic games are a big part of their culture.[3]The first Irish edition of 30 Seconds was launched in December 2010.[4]The idea for an Irish version of 30 Seconds occurred during a phone call between two Irish friends, Greg Dooley and Liam Ryan. Under the company name of Woodland Games, the pair, alongside the original inventor of the game in 2010.[4] Dooley, a former teacher from Cork, is the de facto editor of the Irish edition, going through all 2,400 words to see what needs to be updated or localised. He believes that the popularity of the game comes from its broad appeal "across general knowledge, sports, politics, pop culture, celebrities".[4] Grassroots marketing on local radio and getting stocked by independent shops as well as Smyths and Toymasters saw the selling of 1,500 games in 2011 and gradually sales grew to 3,000 in year three and 5,000 by 2014. After five years 20,000 games had been sold and the company had ramped up its promotion and PR considerably.[4]In May 2020, during the first coronavirus lockdown, stock that was meant to last until October completely sold out in retailers across Ireland.[4] More than 30,000 units sold in 2020. a b c d "Inventor of 30 Seconds board game is proudly South African Magazine - SA PROMO. 2021-03-19. Retrieved 2022-06-13. a b c d e "How to play 30 Seconds | Official Game Rules | UltraBoardGames". www.ultraboardgames.com. Retrieved 2022-06-13. a b c d e "How to play 30 Seconds | Official Game Rules | UltraBoardGames". www.ultraboardgames.com. Retrieved 2022-06-13. a b c d e "How to play 30 Seconds | Official Game Rules | UltraBoardGames". 2022-06-13. a b c d e "How 30 Seconds became an Irish board game phenomenon". Think Business. 29 January 2021. Retrieved 2022-06-13. Retrieved from 37 Seconds (game) External tools(link counttransclusion countsorted list). 50) (20 | 50 | 100 | 250 | 500)Party game (links | edit)User: Lithop Thick (links | edit)User: Mechachleopteryx/watchlist (links | edit)User (links | edit)User: Lithop Thick (links | edit)User: Mechachleopteryx/watchlist (links | edit)User talk:Stormy clouds (links | edit)User talk:207.242.206.50 (links | edit)User talk:2001.1C01:502.4A00:B1CC:8065:2B33:B723 (links | edit)User talk:77.168.29.46 (links | edit)User talk:207.242.206.50 (links | edit)User talk:2001.1C01:502.4A00:B1CC:8065:2B33:B723 (links | edit)User talk:77.168.29.46 (links | edit)User talk:77.168.29 (links | edit)User talk:77.168.29 (links | edit)User talk:77.168.29 (links | edit)User edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from "WhatLinksHere/30 Seconds (game)" Telestrations: After Dark is like a secret passed through the shadows, where each player begins with a word or phrase from the games decidedly grown-up theme. Armed with a drawing pad and a marker you have to interpret the previous players message. Heres the catch: no words or numbers allowed in your masterpiece, only your artistic prowess. Here are examples of words you might encounter. Here is the card I had to choose from. I will show my book of drawing and guesses for Booty Call. Once the timer trickles down, the fun truly begins. Pass your pad to the left, and brace yourself for a cascade of whispers. The next player interprets your drawing, writing down what they think it represents on the next page. Then, another turn of the page, another turn of the page. anticipation builds, a bubbling cauldron of curiosity and camaraderie. When the final pages are revealed, the air bursts with laughter, each revealed, the air bursts with laughter, each revealed, the journey, the belly laughts, and the eyebrowraising reveals that come with each round. Playing Telestrations: After Dark was like opening a box of laughter potions, each round casting a spell of hilarity that had us clutching our sides. Its a game that doesnt just break the ice; it melts it away with the warmth of shared amusement and the glow of friendships illuminated under the mischievous moonlight. The final guess is Nails and Boner. This game of telephone shows how messages can be confused when going from one person to another. For anyone looking to add a spark of whimsy and a dash of daring to their game nights, Telestrations: After Dark awaits, ready to turn the ordinary into an extraordinary parade of chuckles and chortles. Danireon Cards & Games Everythings better after dark! Our favorite party game is all grown up. Telestrations, and it goes where no Telestrations game has gone before. Draw what you see then guess what you saw for hilarious, weird, irresponsible and just plain wrong outcomes. Telestrations After Dark is adults only miscommunication at its best!Contents:1,200 words (100 cards)8 erasable sketch books8 dry erase markers8 clean-up clothsinstructions8 After Dark coasters Order pickups refer to in-store pickups for online orders made at www.danireon.com When you order is ready for pickup you will be notified via the email address used for your order PLEASE NOTE: Orders can only picked up once they have been marked as ready for pickup, no exceptions will be made. Local pickup orders are prepared Monday-Friday by a dedicated team Cards, accessories and products may be stored externally and require additional preparation time All pickup orders (exclusive of pre-orders) will be prepared and ready to pickup in 7 days or less. Orders can be picked up during store opening hours - see Google Listing for updated hours and Holiday hours. PRE-ORDER INFORMATION (WHEN APPLICABLE) A pre-order is the purchasing of an item before it is available, with the understanding that it will be shipped at a later date. By purchasing an item that is on pre-order, your entire order placed will ship once all items on the invoice are in stock. Please take note of the ship date of your order. You can have the available items shipped immediately, for an extra shipping charge of \$9.99+tax on Canadian shipments, and \$13.99+tax on US bound shipments. Full payment is taken upfront for all pre-order items you are choosing to cancel. This is non negotiable. If an item's release date is delayed by the manufacturer, we will notify you via email or phone. You may choose to wait or receive a full refund (no restocking fee applied in this scenario). Please allow up to 7 business days for your items to ship from our store. 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