

Side #3

Malloy, Sammy

Malloy: It was a clever plan.

Sammy: There's a lot of clever people who play Trivia, Trivia, Trivia. But noone has every committed a murder during one of our games.

Malloy: Can you tell me more about that button?

Sammy: Malloy, you've played trivia here before. You know that this button is pushed whenever a Triple Trouble question comes up. It builds excitement. Normally, not this much excitement...

Malloy: What makes a Triple Trouble question?

Sammy: They're worth three times the points.

Malloy: I mean, how are they selected? Why do they come up when they do?

Sammy: They're randomized. Some categories have Triple Trouble questions and some don't. We didn't have any in the first game because of what came up on the wheel. They add another level of surprise and competition to the game.

Malloy: How often do Triple Trouble questions come up?

Sammy: I'm not used to being the one who is asked a ton of questions. Why do you want to know so much about Triple Trouble?

Malloy: Because I think that the Triple Trouble question killed Graham!