



Second
Edition

RULES OF PLAY

GETTING STARTED

Place your playing pieces on the START circle. Then roll to see who goes first (highest roll wins).

HOW TO PLAY

(1) If you are the first player, take a card from the card box. You have 30 seconds to stare at the image (another player will flip the timer over). Try to memorize as much as you can.

(2) When time runs out, pass the card to the player to your left, who will ask you questions about the image (this player should be careful not to let you see the image).

(3) Roll the die to see which question you will be asked first. If you roll a 5, you will be asked question 5. Once you give your answer, the player holding the card decides if you are right by looking at the image - they are the judge!

(4) If you get it right you move ahead 5 spaces on the board. Now roll again to get your next question from the same card. If you roll a 3, you will be asked question 3 - if you get it right you move ahead 3 spaces. Every time you get a question right move ahead, and then roll again for your next question.

(5) Your turn continues until you either get a question wrong or until you roll the same number twice (because you cannot answer the same question twice). In either case, your turn would be up and play would pass to the next player, who draws a new card from the card box.

(6) The first player to reach the FINISH circle is the winner of the game. Good Luck!



Just remember these simple steps:

- √stare at the image
- √answer the questions
- √move ahead if you are right



ANOTHER WAY TO PLAY: 'FAST PLAY' In the 'Fast Play' version of the game, you DO NOT use the die, so put it aside. Like the regular version of the game, when it is your turn you stare at the image for 30 seconds. But in the 'Fast Play' version, instead of then rolling the die for your question, *you get to answer all six questions on the card, even if you get some questions wrong!*

After you finish staring at the card, hand it to the player to your left, who will start by asking you Question 1. If you answer correctly, move your game piece ahead 1 space on the board. If you answer incorrectly, you will *not* lose your turn, but you can't move your game piece ahead! You will then be asked Question 2. Move ahead 2 spaces if you're right, stay put if you are wrong. Then go on to Question 3 (move 3 spaces if you are right) and so on until all six questions on the card are asked.

So if you answer all six questions correctly, you move ahead a total of 21 spaces on the board (1+2+3+4+5+6). But if you only get Question 4 right, you move ahead only 4 spaces on the board. After you are asked the six questions on the card, your turn is over and play passes to the next player, who draws a new card from the card box.

NOTE: *You can't mix the gameplays, so decide at the start if you want to play with the die or not.
All players must follow the same gameplay!*

GROWN-UPS CAN PLAY ALONG! Do you want to play along with the kids? It's easy. Just follow the general rules given above for the kids, but here's the catch: when it is your turn to play, you have only 15 seconds to stare at the images (the 30 second timer is put away and the kids count to 15 before taking the card away from you). In other words, you are still asked questions from the back of the cards - but you only have half the time to stare (if the kids are feeling generous, maybe they'll count to 20)!

YOUNGER CHILDREN CAN PLAY ALONG! Younger children whose reading skills have not yet been fully developed can still play along. When it is their turn to ask questions to other kids (or grown-ups), instead of reading the questions on the back of the card, they will study the image and make up their own questions about the image to ask the other player (for instance, the younger child might ask what color an object is). When it is their turn to stare at the images, you may allow them more time (e.g., a full minute by turning the 30 second timer over twice).

ARE THE KIDS READY FOR A HARDER CHALLENGE? When the kids start getting the hang of the game, the play may be made more challenging by putting aside the 30 second timer and allowing everyone only 20 seconds to stare at the images (opposing players count to 20 before time is up). Ten seconds can make a big difference!

--ENJOY THE GAME!--

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