

INDIVIDUAL RULES

By common consent choose one player to be the Question Master (QM) who will ask the questions for the first round.

ANSWERING CORRECTLY

The QM takes the first card from the 'curved' end of the tray. He shows the Picture or reads the THEME to the player on his left then asks him the first (ORANGE) question.

If the player answers correctly he immediately moves his playing piece to the next ORANGE space on the board. The QM goes on to ask him the remaining questions on the card. Each time he gets a question right he moves his playing piece on to the next space that matches that question's colour.

After the player has answered the fourth (GREEN) question correctly and moved his playing piece onto the next GREEN space on the board his turn is over and the card is put into the other end of the tray.

The role of QM then moves to the player on the QM's left who takes a new card to ask to the player on their left.

ANSWERING INCORRECTLY

If a player gets an answer wrong the QM then asks the SAME question to each player moving to the left until one gets it right. This player wins a bonus move to the next segment on the board that matches the colour of the question.

If none of the players can answer the question correctly the QM reads out the answer to everyone.

The QM now asks the next question to the original player.

WINNING ZONE

When a player gets a question right near the WINNING ZONE and there are no spaces left on the path that matches its colour, the player moves their piece onto the Winning Zone where it stays for the rest of the game. The player continues their turn if any questions remain on the current card after they enter the Winning Zone.

TO WIN

Once a player has moved onto the Winning Zone, he must correctly answer either any two consecutive questions or a GREEN question to WIN

For Example: If a player enters the Winning Zone after answering a PURPLE question he needs to answer the remaining BLUE and GREEN questions correctly to WIN – OR if he enters the Winning Zone after answering a BLUE question he ONLY has to answer the remaining GREEN question correctly to WIN.

If more than one player is in the Winning Zone and the current player gets a question wrong the QM asks that question to the next player to the left. If he answers it correctly then he moves a bonus move as normal. If that player is in the Winning Zone the QM asks him (not the current player) the next question. If he answers it correctly he WINS! (as he has answered two consecutive questions correctly). If he does not answer the second question correctly the QM asks the question to the next player on the left and so on. If no-one gets a question right the QM reads out the answer and asks the next question to the current player.

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The Team Rules are great when you have
a mix of younger and older players - it
makes best use of everybody's knowledge.

The Individual Rules are great when
you want a more competitive game.

CONTENTS:

Playing Board	300 Question Cards
3 Bonus Cards	6 Playing Pieces

PREPARING TO PLAY

Unfold the board and lay it on the table. Each player/team selects a playing piece and puts it on the START space on the board. Unwrap the cards and separate out the three BONUS cards - put these beside the card tray. Place the Question Cards back into the tray with their backs (i.e. the side that shows a picture, Theme or 'Pot Luck') nearest the end with the curved cut-out.

QUESTIONS

There are four questions on the front of each card. The first question is above the ORANGE stripe followed by PURPLE, BLUE and GREEN.

There are three kinds of Question Card:

- Picture Cards – on which there is a picture that the questions relate to.
- Theme Cards – on which all the answers have a common theme.
- Pot Luck Cards – on which there are random questions.

THE BOARD

The board is a path from the outer START space into the WINNING ZONE at the end of the path. The path is made up of coloured spaces that match the colours on the question cards.

TEAM RULES

Split the players into two teams. Decide which team will play first. Pick someone from the non-playing team to be the Question Master (QM) for the first turn. Throughout the game people from the 'non-playing' team take turns at being the QM.

BONUS CARDS

There are three bonus cards. These are used in the Team game only:

- **Mute Button card** – stops a specific player in the other team answering any questions during a turn. Normally this will be played on someone who is an expert at the topic on the card.
- **Change the Channel card** – allows a team to take another card if they don't like the topic of the first card they draw.
- **Fast Forward card** – allows a team to PASS on **ONE** of the four questions on their question card, without that question being offered to the other team.

The MUTE and CHANGE CHANNEL cards must be played immediately after the Picture or Theme are revealed. The FAST FORWARD CARD can be played after any question.

TO PLAY A BONUS CARD

The Bonus cards are laid out beside the question card tray. Either team can pick one up and play it at any time. **Each** team can only use **each** Bonus card ONCE per game. So when a team picks one up, they play it then they hand it to the other team who keep it until THEY want to play it. The card is then discarded into the game box.

ASKING QUESTIONS and ANSWERING CORRECTLY

The QM takes the first card from the 'curved' end of the tray and shows the Picture or reads the THEME to both teams. At this point MUTE or CHANGE CHANNEL cards can be played.

He asks the first (ORANGE) question to the playing team. If they answer correctly they immediately move their playing piece to the next ORANGE space on the board.

The QM goes on to ask the team the remaining questions on the card. Each time the team answers a question correctly they move their playing piece forward to the next space that matches the colour of that question.

Once the team has answered the fourth (GREEN) question correctly and moved their playing piece onto the next GREEN space on the board their turn is over and the card is put into the other end of the tray.

ANSWERING INCORRECTLY

If the playing team gets a question wrong, the QM asks the SAME question to the other members of **his own** team.

If they get it right they win a bonus move to the next space on the board that matches the question colour.

If they don't get the question right the QM reads out the answer to both teams.

The QM now asks the next question on the card to the playing team and play continues (question, move, question, move) as above until all the questions on the card have been asked. This ends the turn and the teams swap roles for the next card.

WINNING ZONE

When a team answers a question correctly near the Winning Zone but there are no spaces left on the path that match its colour, the team moves their playing piece onto the Winning Zone where it stays for the rest of the game. The team continues their turn if any questions remain on the current card after they enter the Winning Zone.

TO WIN

A team in the Winning Zone must correctly answer **either** two consecutive questions **or** one GREEN question to WIN.

(FOR EXAMPLE if a team enters the Winning Zone after answering a PURPLE question they need to answer the remaining BLUE and GREEN questions correctly to WIN – OR if they enter the Winning Zone after answering a BLUE question they ONLY have to answer the remaining GREEN question correctly to WIN).

If BOTH teams are in the Winning Zone and the playing team gets a question wrong the QM asks that question to the members of his own team. If they answer it correctly then he asks them (not the playing team) the next question. If they answer it correctly they WIN! (*as they have answered two consecutive questions correctly*). If they do not answer the second question correctly the QM reads out the answer to both teams. The QM now asks the next question on the card to the playing team. Play continues until one team answers two consecutive questions or a GREEN question correctly to win.