



*A Game for two teams
of one or more players*

Contents:

Playing Board
90 Category Cards
80 Random Sudden Death Cards
50 General Knowledge Cards
6 Tick/Cross Cards
2 Playing Pieces

The Teams:

The players divide into two teams. The team with the greater combined age becomes the Eggheads and the other team becomes the Challengers.

If you have an odd number one team may have an extra player.

Preparation:

The blue Eggheads' playing piece and the yellow Challengers' playing piece are placed on the Starting Space on the board. Each team is given three Tick/Cross Cards. Unwrap the three Question Card decks and place into the slots directly below the decks in an upright position ready for play.

Play:

The Challengers look to see what the subject of the first Category Card is before it is taken from the box. The Challengers decide if they want to go first or second before each Category Round. If they choose to go first an Egghead picks up the first Category Card. If they choose to go second a Challenger picks up the card.

If the Eggheads team contains more than one player then the Challengers decide which Egghead will be receiving the first question on the card. After that the Eggheads receive questions throughout the entire game in a clockwise order. The Challengers can choose which of their own team will receive the first question after which the questions will also be received in a clockwise order throughout the entire game.

The Challengers also decide if they want to go first or second before each category round.

If they choose to go first an Egghead picks up the first Category Card. If they choose to go second a Challenger picks up the card.

The player picking up the first card must make sure their team only sees the one side of the card and the opposing team sees only the other side. Each team takes turns in asking the questions from their side of the card and reading out the three multiple choice answers. The card is handed across after each question has been completed with the teams still making sure they only see their side of the card.

Each time a player answers a question correctly they place an Answer Card Tick side up on their side of the board. If they answer incorrectly they place the card Cross side up.

The team that answers the most of their three questions correctly wins the round and moves their piece three spaces forward along the board.

After a Category Card has been used it is placed to the back of its section in the tray (even if all the questions on the card are not required as the round has been won before the third question).

If there is a tie then a Sudden Death Card is used to decide the winner of the round. These cards have no multiple choice options. Play continues in the same way with the next player on each team receiving the next question until the round is decided.

The first team to get a Sudden Death question correct when their opponents fail to do so wins the round.

After a Sudden Death Card has been used it is placed to the back of its section in the tray (even if all the questions on any card are not required).

More than one Sudden Death Card may be needed to settle the round.

After a Sudden Death Card has been used it is placed to the back of its section in the tray (even if all the questions on any card are not required).

After four Category Rounds, a General Knowledge Round is played.

General Knowledge Round:

All players on each team can confer on each answer they give. The Challengers still decide which team will go first or second. The questions on the General Knowledge Round are given with the three multiple choice answers.

If a General Knowledge Round is tied Sudden Death Cards are used to decide it.

The team that wins the General Knowledge Round moves their piece seven spaces along the board.

Winners:

Four Category Rounds followed by one General Knowledge Round continue to be played in rotation until one team completes one full circuit of the board with their playing piece. This team are the winners and become the true Eggheads.