

ANSWERING INCORRECTLY

If a player gets an answer wrong this ends their turn.

The QM then asks the SAME question to the next player to the left. If they answer it correctly they move their playing piece forward to the next space that matches the question's colour – (eg. If it is the GREEN question they move their playing piece forward to the next GREEN space).

The QM continues to ask this player questions from the card until they either answer all the remaining questions correctly or get an answer wrong in which case the QM asks that question to the next player to the left and so on.

If none of the players can answer a question correctly the QM reads out the answer to everyone and then asks the original player on their left the next question.

If no one can answer the final (RED) question on the card correctly the QM reads out the answer to everyone then puts the card back into the tray. That turn is now over and the next player to the left becomes the next QM.

WINNING ZONE

When a player gets a question right near the WINNING ZONE and there are no spaces left on the path that match 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, they must correctly answer either any two consecutive questions or a RED question to WIN (eg. If a player enters the Winning Zone after answering a GREEN question they need to answer the remaining YELLOW and RED questions correctly to WIN – OR if they enter the Winning Zone after answering a YELLOW question they ONLY have to answer the remaining RED question correctly to WIN).

If a player in the Winning Zone gets a question wrong the QM gives it to the next player to the left and play continues as in a normal turn – whether or not any other player is in or out of the Winning Zone.



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Colour and contents may vary from those shown.
Please keep this information for future reference.

WARNING! Not suitable for children under 36 months due to small parts. Choking Hazard.



...of things you know and love

The LOGO BOARD GAME

A Game for 2 to 6 Players or 2
teams of any number. Age 12+

LOGO CAN BE PLAYED AS A TEAM GAME
OR INDIVIDUALLY.

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

Logo Playing Board, 400 Question 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 Question Cards and place them 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 beside the PURPLE square followed by GREEN, YELLOW and RED.

There are three kinds of Question Card:

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

THE BOARD

The board is a path from the outer START space into the WINNING ZONE in the middle of the board. The path is made up of spaces that are coloured the same as the question colours. The first four spaces on the board match the order of the colours on a card: PURPLE then GREEN, YELLOW and RED.

After the first four spaces the order of the colour spaces on the board is random therefore a player/team might only get one question right and end up ahead of their opponents who answer two or three correctly!

TEAM RULES

The team with the youngest player plays first. The oldest player from the other team becomes Question Master (QM) for the first turn.

Throughout the game people from the 'non-playing' team take turns at being the QM.

ANSWERING CORRECTLY

The QM takes the first card from the 'curved' end of the tray and asks the first (purple) question to the playing team. If the question card is a Picture Card or Theme Card the QM shows the back of the card (the picture side) to the playing team – whilst hiding the answers from his own team.

If the playing team answers correctly they immediately move their playing piece to the first PURPLE 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 (RED) question correctly and moved their playing piece onto the next RED 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 their own team.

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

If they don't answer the 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 and play continues as above until all the questions on the card have been asked. This ends the turn and the teams swap roles for the next turn.

WINNING ZONE

When a team answers a question correctly near the Winning Zone and there are no spaces left on the path that matches 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 have entered the Winning Zone.

TO WIN

If a team is the FIRST to move onto the Winning Zone they must correctly answer either two consecutive questions or a RED question to WIN (eg. If a team enters the Winning Zone after answering a GREEN question they need to answer the remaining YELLOW and RED questions correctly to WIN – OR if they enter the Winning Zone after answering a YELLOW question they ONLY have to answer the remaining RED 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 their own team. If they answer it correctly then **they** (not the playing team) are asked 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 RED question correctly to win.

INDIVIDUAL RULES

The oldest player acts as Question Master for the first round.

ANSWERING CORRECTLY

The QM takes a card from the 'curved' end of the tray and asks the first (PURPLE) question to the player on their left (if the card is a Picture Card the QM shows the picture to the player whilst reading out the questions).

If the player answers correctly they immediately move their playing piece to the first PURPLE space on the board. The QM continues to ask the player the remaining questions on the card. Each time this player answers a question correctly they move their playing piece forward to the next space that matches that question's colour.

Once the player has answered the fourth (RED) question correctly and moved their playing piece onto the next RED space on the board their 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.

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