

WRONG ANSWER

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. Now it is the other team's turn.

WINNING ZONE

When a team answers a question correctly near the Winning Zone and 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 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.

(For example: 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).

BOTH TEAMS IN THE WINNING ZONE

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.

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252 Question Cards, 12 Action Cards,
Playing Board, 2 Playing Pieces



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For 2 Teams
Age 7+



The FAMILY game of things kids know and love!



A Game for 2 teams of any number. Age 7+

PREPARING TO PLAY

- Unfold the board and lay it on the table.
- Each team selects a playing piece and puts it on the 'START' space.
- Place the Question Cards box next to the board.
- Each team gets two each of the three ACTION cards, making six per team.



QUESTION CARDS

There are three kinds of Question Card – each with four questions:

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



The four questions each have a different coloured block beside them, that relate to the coloured spaces on the board. PURPLE then GREEN, YELLOW and RED.



ACTION CARDS

There are three types of ACTION cards which allow special actions. Each card can only be used ONCE during the game.

- **SEEN BUT NOT HEARD** – can be played on ONE member of the opposing team after a card is picked and the subject is clear. The nominated person is not allowed to take part in any way in answering the questions on that card.
- **TOO HARD, NEXT!** – can be played to replace the card the QM has drawn with the next one in the deck.
- **JUMP AHEAD** – allows the team to choose one question for which they can move on to that colour on the board without answering the question. This can be used whether or not the question has been read out. Cannot be used to move forward into the Winning Zone, or inside it.



Each team may use only one Action card per turn (a turn ends when teams switch between asking and answering).



THE BOARD

The board has a path from the outer 'START' space into the **WINNING ZONE** in the middle. The path is made up of coloured spaces that match the question colours.



PLAYING THE GAME

The team with the youngest player plays first. During play one of the other team acts as Question Master (QM) each turn. Members of the 'non-playing' team take turns at being the QM.

RIGHT ANSWER

The QM takes the first card from 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 their own team.

If the playing team answers correctly, they immediately move their playing piece to the next 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.