

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 12+



Ready... Get set... Go! The game of fun stuff about Sport and Leisure!



A Game for 2 teams of any number. Age 12+

PREPARING TO PLAY

- Unfold the board and lay it on the table.
- Each team selects a playing piece and puts it on the 'Go!' space.
- Place the Question Cards box near the board.
- Shuffle the 12 ACTION cards and deal three to each team, face down. Place the rest back in the box.



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 SPORT & LEISURE 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 six types of ACTION cards which allow

special actions. Each team is given a random three at the start of the game, and can play each card ONCE during the game.

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

- **MOVE THE GOALPOSTS** – instead of answering one question on the current card, the playing team can move their piece forward onto a coloured space as if they'd answered correctly (see *Right Answer*). 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.
- **NEW BALLS, PLEASE** – if the playing team doesn't like the look of the current card, before giving an answer to the first question they can have the card put to the back of the tray and attempt the next one instead.
- **SIN BIN** – before asking the first question, the Question Master (see *Playing The Game*) picks a member of the playing team to sit out the current card and not discuss answers with their team-mates until the next turn.
- **SECOND WIND** – played by the answering team before attempting the last question on the card. If they answer correctly, the turn is kept and they carry on to answer the next card too. Can't be used if they are in the lead on the board when using the ACTION card, or within 8 spaces of the Winning Zone.
- **RUN FOR THE MONEY** – played by the Question Master on the team in the lead, before they answer the first question on their card. Instead of the big jumps sometimes possible by moving onto colours, each correct answer will only move them forward by one space.

- **OWN GOAL** – played by the Question Master if a correct answer is given. Rather than moving forward to the next PURPLE space, for example, the playing team has to move back to the previous one. Cannot be used in the Winning Zone.

THE BOARD

The board has a path from the outer 'Go!' 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.