

Perfect Sense™

Riddles That Make Sense™

Rules

For 3 to 6 Players • Ages 12 to Adult

Contents

Game Board, 1,800 Riddles on 180 Cards, 6 Pawns, 1 Colored Die.

Object

Reach Finish first by solving riddles relating to the 5 different senses.

Important Riddle Information

- All riddles on a game card describe the same object. The more riddles you hear, the easier it will be to guess, but you won't move ahead as many spaces.
- Riddles vary from hard to easy and from well-known to obscure.

Set-Up

- The colors on the Die represent the 5 senses:



Blue = Sight.



Red = Taste.



Green = Touch.



Yellow = Hearing.



Purple = Smell.



Black = The sixth side—black—allows the guesser to choose which sense riddle will be read first and to challenge another player, if desired.

- Each player chooses a Pawn and places it on Start.
- Place the box of Riddle Cards near the Game Board.
- The person whose birthday is closest to the date you're playing is the first guesser, and play passes to the left.

Play

- The player to the guesser's left picks a card from the box, and the guesser rolls the Die to determine the starting riddle on the card. For example, if red is rolled, the Taste riddle will be read first.
Remember that all 5 riddles on the card describe the same thing, but each relates to a different sense.
- The guesser is read the first riddle determined by the Die and gets 1 chance to guess the answer.
- If the guesser is right, he or she moves ahead 5 spaces on the Game Board.
- If the guesser is wrong or does not have a guess, the next riddle on the card is read. Only 1 guess is allowed for each riddle. Remember that the reader should always state which sense the riddle is about. The riddles continue until the guesser answers correctly or until all 5 riddles on a card are read.

- The guesser moves ahead based on how many riddles are needed to correctly guess the answer. The following scoring system is used:
Correctly answer with 1 riddle, move 5 spaces.
2 riddles = 4 spaces.
3 riddles = 3 spaces.
4 riddles = 2 spaces.
5 riddles = 1 space.
Do not move if you do not answer correctly.
- The card is returned to the box, and the player to the left becomes the new guesser. The player to the reader's left becomes the next reader.

Challenge

- If the guesser rolls black, he or she can choose the starting sense riddle on the card and has the option of challenging another player.
- Here's how a Challenge works:
 - The guesser chooses which player to challenge. Generally, it will be a player who is in the lead.
 - Another player reads the riddles starting with whatever sense the challenger picked.
 - The challenger and player being challenged get 1 guess for each riddle read and should shout out the answer as soon as they know it.
 - If the challenger answers correctly first, he or she changes places on the Game Board with the player being challenged.
 - If the player being challenged guesses correctly first, both players stay in their original positions.
 - Think twice before you challenge another player because if you lose the challenge, you won't move ahead at all.
- If the guesser decides not to challenge another player, he or she chooses the starting riddle sense and moves ahead based on how many riddles are needed to correctly guess the answer, as above.

Winning

The first player to cross the Finish line is the winner.
Players do not need the exact number to win.

Helpful Hints

- Remember that all 5 riddles on the card describe the same answer.
- If you can't get the answer after the first riddle, move on because the riddles often build on each other.
- Don't forget to name the sense the riddle is about before reading the riddle.



Patch Products wants your comments about **Perfect Sense**, including playing strategies you want to share with other players.

Send comments via US mail to:

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