



For 2 to 6 Players
Ages 10 & Up

Contents:
1,000 Questions on 250 Cards,
Card Box, Magnetic Game Board,
6 Magnetic Pawns

RULES

Object:

- * Be first to reach *Finish* on the Game Board by answering questions correctly.

Set Up:

- * On each card, questions are designated by one of four different colors. Decide on which color you will be playing. Play one color at a time to avoid repeats.
- * Everybody choose a Pawn and place it on *Start* on the Game Board.

Play:

- * Players take turns. The biggest smartypants goes first.
- * On your turn, have another player take a card and read you the question.
- * If you're the card reader, first say the kind of question that comes up. There are three different kinds:

Continued on back



Question & Answer: You read the question and the player tries to answer.



Multiple Choice: You read the question and give the three choices listed afterwards. The player must choose one of the answers.



True or False: You read the statement and the player states whether he thinks the answer is true or false.

- * The correct answers are indicated in **bold** type.
- * If you're the player, you may not "pass" on any questions.
- * If you answer the question correctly, move your Pawn on the Game Board one space up the path. Then your turn ends.
- * If you don't answer correctly, leave your pawn where it is, and your turn ends.

Winning:

The first player to reach *Finish* on the Game Board after everyone has had an equal number of turns, is the winner.

In the Event of a Tie:

The players who are tied should back up their Pawns three spaces from *Finish*. Play just as before.