

## Starting the Game

The game can be played by 3-8 players but one of the players must be the caller. The caller is the person chosen to ask questions to the other players during the game. After the caller is chosen, the other players line up in front of one of the seven teachings rows. To begin the game the caller stands at the front of the mat, holding the deck of questions and looking towards the players. Players stand at the bottom of the mat facing the first circle in their respective row (players begin off the mat). You are now ready to begin the game.

## Playing the Game

Starting from the callers right the first player is read a card. The card will have either a question or a movement. If a player answers the question correctly they move one circle forward in their row. If the circle contains writing they must read it out loud, and then their turn is over. If a player receives a movement card they must move forward or backward depending on the card. If the circle they land on contains writing they must read it out loud, and then their turn is over. If a player receives a card asking them to move backward before they enter the game mat, the player makes no movement but their turn is over. If a player receives a card that asks them to move backward more circles than are behind them, then the player returns to the first circle in their row, they do not leave the game mat. If a player receives a card asking them to move more circles forward than there are left, the player stops on the top circle. This icon is called the final space. Each row has its own final space.

## Winning the Game

Once a player reaches the final space they must immediately answer a final question (any movement cards are now passed over until a question card is dealt). If the player correctly answers the question they win the game. If the player gets the answer wrong the game continues and the player must wait until their next turn to try again.

