

trivia game

INSTRUCTIONS

Contents:

1 Game Board, 100 Question Cards, 8 Bonus Cards,
4 Playing Pieces and a 1-Minute Sand Timer

Object of the Game:

Be the first player to enter another player's
dimension on the Game Board.

Set Up:

Split the Cards into 4 categories:

Science

The World

Culture

Genius



Shuffle the individual decks and place 2 Bonus Cards randomly into each deck. Players select their Playing Pieces and place them in one of the four DIMENSION spaces on the Game Board, so that each Playing Piece sits within a unique dimension.

Playing the Game:

The youngest player begins the game by moving his or her Playing Piece to one of the 4 categories on the Game Board. Players may only move their Playing Pieces in straight lines, not diagonally, and two players may not occupy the same space.

The player to the left flips over the Timer and draws a Card from the category the first player selected. This player is the reader for the turn and begins to read the first question to the player.

Players have 1 minute to answer as many questions as possible from the different categories. For every correct answer, players move their Playing Piece one space into a new category and try to answer a question from that category. For every incorrect answer, players may either try to answer a different question from the same category or, if time runs out, players must move their Playing Piece back to the previous position on the Game Board.

When the Timer runs out, play continues clockwise with the next player answering questions and the player to the left reading the questions.

To enter another player's dimension, players must first answer a question correctly when their Playing Piece is on a space adjoining the dimension they wish to enter.

Bonus Cards:

When players draw a Bonus Card, they may move ANY player's Playing Piece (including their own) 2 spaces in whichever direction they wish. Players may decide to use a Bonus Card immediately or save it for later and continue answering questions until the Timer runs out. After a player uses a Bonus Card, that Card is discarded.

Winning the Game:

When a player enters another player's dimension, the game is over and that player has won the game.

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