

## OBJECT OF THE GAME

Be the first player to collect all six wedges and answer a final question to win.

## GET READY

1. Take out the game board, cards, die, wedges and wedge holders.
2. Each player selects a wedge holder and places it in the middle of the game board.
3. Now you're ready to play! Choose who goes first.

## ON YOUR TURN

1. Roll the die and move the number of spaces indicated. You may move in any direction. If you land on a dice space, roll again. You may move in either direction. There is no 6 on the die. In place of the 6 there is a triangle. If the die lands on the triangle you may move to any wedge square of your choice.
2. The player to your left draws the top card and reads aloud the question that matches the category you landed on.
  - a. If you answer correctly and you are not on a wedge space (with a white background), take another turn.
  - b. If you answer correctly and you are on a wedge space, you collect that colour wedge and take another turn. If you already have that wedge, play continues as if you were not on a wedge space.
  - c. If you answer incorrectly, it is the next player's turn.

## HOW TO WIN

To win the game, you must have collected a wedge of each colour, so that you can travel to the centre of the board and answer a final question.

To reach the centre square you must roll the exact number needed to get there from where you are. If your roll is too high, you must pass over the centre and down one of the paths on the other side, and play moves to the next player.

If you roll a triangle, you may move straight to the centre of the board.

Once you land on the centre square, then your opponents must choose a category between themselves. Beware... it will probably be the one you are weakest at! If you answer correctly, then you win! But if you don't get it right, then you must immediately roll again, and move that number of spaces away from the centre space, before trying to reach it once more on your next turn. Play then moves to the next player.

## CONTENTS

Game board, 55 cards, 1 die, 6 playing tokens,  
36 wedges

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