



Age: 8+
2 or more players

OBJECT OF THE GAME

To get the highest score by naming things associated with a subject as quickly as possible. In any round it is up to the other players to tell the person playing if something does not fit the subject on the card.

GETTING READY

Set the timer by turning the red 'PANIC' button clockwise to 10.

Place a playing piece on the start circle for each player.

Take out the box of cards.

THE CARDS

Each card has 4 colours with the easiest subject at the top and hardest at the bottom, these colours correspond with playing spaces on the board.

Each subject has a number next to it. This is the number of answers you have to give before stopping the timer.

The colour of the space that you occupy on the board, denotes the subject that you answer on the card.

To aid younger players they can choose to always answer the top subject (orange) regardless of what colour they land on.



GAME PLAY

There will be four main rounds, remove four cards for each player from the card box and place them face down in one pile on the board (this will mean that players don't have to keep count of rounds), after that there will be one final bonus round where you take cards from the card box.

Play starts with the youngest player and moves clockwise around the board. The player to their left takes the top card. They read out the number of answers required then the subject for the colour that corresponds to the playing space they are on (for the first round always choose the orange question) then start the timer by pushing down on the red panic button on the top.

The player has to name the required number of things associated with that subject as quickly as they can, remember, the longer the player takes the lower their score will be.

For example if the subject is 'Sticky things' and they have to name three, they might say "Glue, Honey, Jam".

As soon as the player has correctly named the number of things they press down the red panic button to stop the timer. Their score is the number that the top of the timer is pointing to (If the timer stops between numbers, score the lower number).

If a player gets stuck and cannot name the required number of things then the timer will run out and they will score zero that round.

When you have played a card and have a score from the timer you move that number of spaces on the board (the colour you land on will be the colour of the subject you play next turn).

Reset the timer by turning the red 'PANIC' button clockwise to 10.

After 4 rounds each player plays a bonus (Rapid Fire) round.

BONUS (Rapid Fire) ROUND

The player takes one card directly from the card box and will read each subject in turn, starting from the top. For each subject, the player must give two correct answers, moving one space on the board for doing this correctly and then attempting to answer the next subject. Players are allowed to pass on subjects but any that they only give one answer for or pass on, they gain no spaces on the board.

Continue with further cards if necessary until the timer stops at 0.

Younger players that answered just orange subjects in the early rounds just have to give one answer per subject.

WINNING

The winner is the player that has moved furthest around the board.

WARNING! Not suitable for children under 36 months. Choking hazard - small parts.

John Adams Leisure Ltd. are constantly endeavouring to improve quality standards and therefore colours, sizes and contents may sometimes vary from those shown.

Please retain: John Adams Leisure Ltd., Marketing House, Blackstone Road, Huntingdon, Cambs, PE29 6EF, England.

Designed in the UK. Made in China. Packaging and leaflets are printed on recycled materials wherever possible.

© 2009 David Mair. Made under license from The Michael Kohner Corporation.

To see more of our range why not visit www.idealboardgames.co.uk