

🍁 BEFORE STARTING:

Decide what length of game you wish to play.

FAST PLAY GAME: The winning player is the first player to advance from their **START** city to the corresponding **FINISH** city.

REGULAR PLAY GAME: The winning player must advance from their **START** city to their **FINISH** city, back to their **START** city, and then back again to the corresponding **FINISH** city.

🍁 LEVEL OF DIFFICULTY:

Before starting the game, each player (or team) must select their desired level of difficulty.

Younger players should play the “Junior” level. They will be asked questions from the side of the card with **THREE** questions.

Older players should play the “Expert” level. They will be asked questions from the side of the card with **FOUR** questions.

Trivia masters should play the “Genius” level. They will also be asked questions from the side of the card with **FOUR** questions, but will need to answer two questions correctly to move forward on the game board.



🍁 TO START:

Insert the spinner into the game board.

Each player (or team) must select a game pawn.

Place the game pawns on their matching “start” cities.
For example, the red pawn would start in Snug Harbour.

Decide who goes first. We recommend starting with the youngest player.
Play moves clockwise around the table.

🍁 HOW TO PLAY:

Player 1 flicks the spinner to determine which question will be asked. Players at the “Junior” level use the inside ring to determine which category they will be asked (**GEOGRAPHY**, **HISTORY**, **GENERAL**). Players at the “Expert” or “Genius” levels use the outside ring to determine which category they will be asked (**GEOGRAPHY**, **HISTORY**, **ARTS**, **GENERAL**).

The player to the left reads the question aloud for Player 1, using the card from the front of the deck, and making sure the correct side of the card is used (see section regarding **LEVEL OF DIFFICULTY**).



If Player 1 answers correctly, they move their game pawn forward to the next city along the corresponding colored line. For example, the player starting in Snug Harbour would move to Nain. However, if Player 1 answers incorrectly, they do not move their game pawn forward.

The above rule applies to players at both the “Junior” and “Expert” levels. If a player has opted to play the “Genius” level, after answering the first question correctly, they must spin again to get a second question to answer before they can advance.

Regardless if the question was answered correctly or not, play moves clockwise to the next player. This means that players do NOT get a second turn, even if they answer their question correctly.

WINNING THE GAME:

The winning player is the first player to advance from their START city to the corresponding FINISH city.



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INSTRUCTIONS

