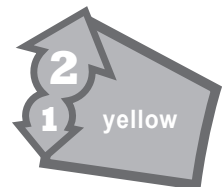
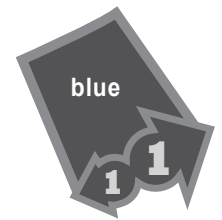


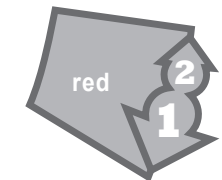
FORWARD - BACKWARD SPACES:



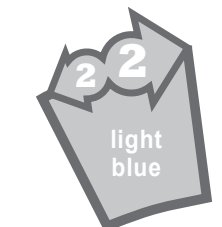
Move 2 spaces forward (large arrow) for each correct answer and 1 space back (small arrow) for each incorrect answer. (For example, if a player has 3 correct answers and 2 incorrect answers, he/she will move (3 x 2) 6 spaces forward and then 2 spaces back.)



Move 1 space forward (large arrow) for each correct answer and 1 space back (small arrow) for each incorrect answer. (For example, if a player has 3 correct answers and 2 incorrect answers, he/she will move 3 spaces forward and 2 spaces back.)



Move 2 spaces back (small arrow) for each incorrect answer and 1 space forward (large arrow) for each correct answer. (For example, if a player has 3 correct answers and 2 incorrect answers, he/she will move 3 spaces forward and (2x2) 4 spaces back.)



Move 2 spaces forward (large arrow) for each correct answer and 2 spaces back (small arrow) for each incorrect answer. (For example, if a player has 3 correct answers and 2 incorrect answers, he/she will move (3x2) 6 spaces forward and (2x2) 4 spaces back.)

PLAYING IT SAFE: If you are on a forward-backward space and not sure of your answers, you can choose to place just some of your tiles. The minimum number of tiles you must place is one. Note that blank slots in your Tile holder have no effect on your score.

WINNING THE GAME:

The first player to reach FINISH wins the game.



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HOW TO WIN

The first player to reach FINISH wins the game.

CONTENTS:

- Game Board
- 6 Moving Pieces
- 6 Tile Holders
- 30 Colored Tiles (5 different colored tiles per set)
- Over 300 Topic Cards
- Sand Timer
- Instructions

SET-UP

- Each player takes a Tile holder and a set of 5 different colored tiles (Pink, Yellow, Green, Blue and Orange) and selects a moving piece.
- Shuffle the Topic Cards and place a pile next to the game board. The cards should be facing topic side up and placed within reach of all players.
- Players place their moving pieces on the START space.

HOW TO PLAY

1. The youngest player (The Reader) goes first and picks a Topic Card from the top of the deck. He/she reads the question aloud to all the players and places the card (topic side up) in the center of the table for everyone to view.

NOTE TO THE READER: Be sure NOT to let anyone see the answers on the back.

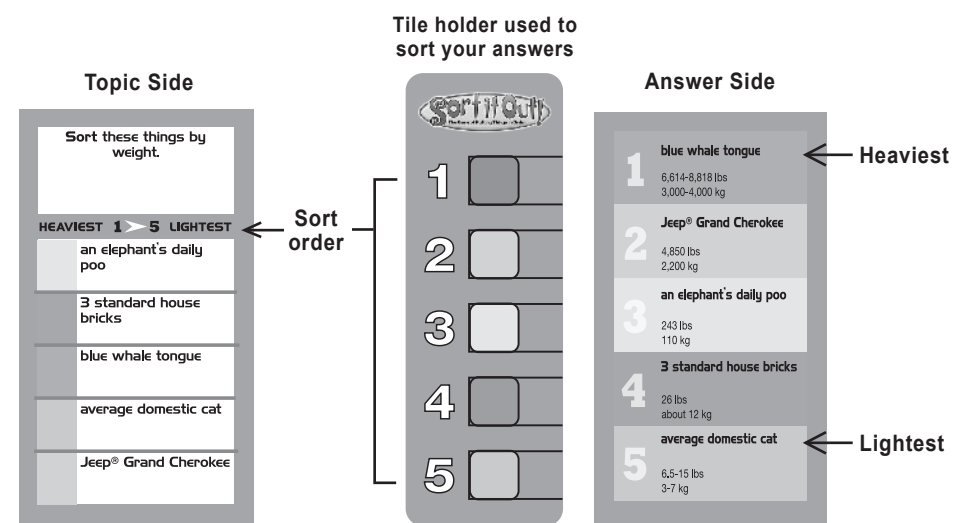
2. The Reader turns over the sand timer.
3. All players now respond to the question on the Topic Card by placing their 5 different colored tiles in the order they believe is correct. Tiles must be placed inside the Tile holders before the time runs out.

4. Once all of the players have finished placing their colored tiles into their Tile holders, the Reader flips over the Topic Card. All the players check their answers.

TYPES OF CARDS

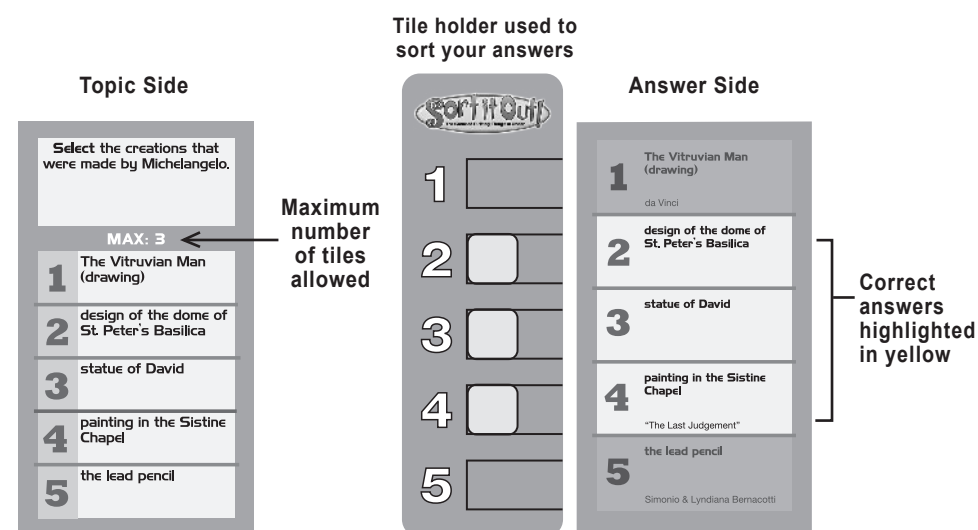
Red Topic Cards:

When a player picks a Red Topic Card, he/she is asked to sort a list of 5 items into the correct order.



Yellow Topic Cards:

When a player picks a Yellow Topic Card, he/she is asked to select all the items that belong in the list. Players can use any of their colored tiles to indicate the items he/she believes are correct. Max: 3: means that 2 or 3 items are correct. Max: 2: means that 1 or 2 items are correct.



SCORING AND MOVING ON THE FIRST TURN:

1. If a player places all 5 tiles in the correct order, he/she moves 5 spaces forward.
2. If a player places only 1, 2 or 3 tiles in the correct order, he/she moves the same number of spaces as the number of tiles placed in the correct order.
3. If a player does not place any of his/her tiles in the correct order, he/she does NOT move any spaces.
4. Play continues to the right, with the next player choosing a Topic Card and reading the question aloud to the group.

SCORING AND MOVING AFTER THE FIRST TURN:

On the second turn and thereafter, the location of the moving pieces on the board at the beginning of each turn will direct the players to the number of spaces they will move forward or backward based on the number of tiles placed correctly and incorrectly.

SPACES ON THE GAME BOARD:



Move 1 space forward for each correct answer and NO spaces back for each incorrect answer on the next turn.



Move 2 spaces forward for each correct answer and NO spaces back for each incorrect answer. (For example, if a player has 3 correct answers, he/she will move (3 x 2) 6 spaces forward.)



Once a player is on or beyond a SAFE ZONE, he/she does not go any farther back than this space – regardless of the score that he/she receives in a turn.