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- Game Board
- 4 Playing Pieces
- 75 Professor Cards
- 25 Totally Gross Cards
- Die
- Instructions

OBJECT
To be the first player to reach Finish. Players race along the path by correctly answering questions.

SETUP
1. Each player picks a playing piece and places it at Start.
2. Set up the cards:
   a. The game has two card decks. Unwrap both decks and put all of the Professor Cards together.
   b. Separate the Totally Gross Cards from the Professor Cards and place the two card stacks on the board.
3. The youngest player decides whether players will read the top or bottom questions on the Professor Cards in this game. For each game, select either the top or bottom questions.

PLAYING THE GAME
1. The youngest player (Player 1) goes first by rolling the die.
2. The player on Player 1's left becomes the Reader for this turn. The Reader picks a Professor Card and reads either the top or bottom question.
   a. If Player 1 answers correctly, s/he moves his/her playing piece the number of spaces rolled on the die.
   b. If Player 1 answers incorrectly, s/he does not move.
3. Totally Gross Spaces: If Player 1 answered correctly and landed on a Totally Gross Space after moving his/her playing piece, s/he performs a Gross Out (which is kind of like a dare).
   a. The player picks up a Totally Gross Card. There are two Gross Outs on the card. The player reads either the top or bottom Gross Out.
   b. The player must try to do what the card says.
      i. If the player tries to perform the Gross Out, s/he gets to move his/her playing piece ahead 1 space.
      ii. If the player does not try, his/her turn is over.
4. When a player's turn is over, play passes to the left.

WINNING THE GAME
The first player to reach Finish wins the game!