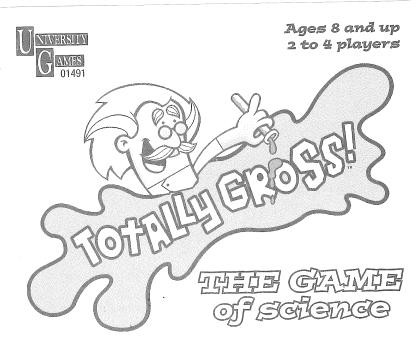


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Instructions

CONTENTS

- · 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!