Game of Knowledge™

(2006 new edition)

Game Instructions

CONTENTS

- 1200 Questions
- 1 Die
- 6 Playing Pieces
- 36 Rings (6 of each color)

OBJECT

To be the first player to collect one of each of the category rings and correctly answer a final question.

SET UP

1. The first time you play, separate the cards into six different color-coded categories. Place the cards in the card box, separating the categories with the color-coded category divider inserts.
2. Each player chooses a playing piece and places it in the middle of the game board on the “enter” space of the same color as the playing piece.

TOPICS & COLORS

<table>
<thead>
<tr>
<th>Topic</th>
<th>Color</th>
<th>Topic</th>
<th>Color</th>
<th>Topic</th>
<th>Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>Land, Sea &amp; Sky</td>
<td>Green</td>
<td>Media</td>
<td>Pink</td>
<td>Science</td>
<td>Red</td>
</tr>
<tr>
<td>Today’s Life</td>
<td>Blue</td>
<td>Hall of Fame</td>
<td>Purple</td>
<td>Our World</td>
<td>Yellow</td>
</tr>
</tbody>
</table>

RULES OF PLAY

1. To Start: The youngest player rolls the die and moves the number of spaces shown (see #3 for the only exception to this rule). Play passes clockwise. After rolling, players should not pick up the die; they get to move the same number again if they answer a question correctly.
2. Answering Questions: When a player lands on a space with a colored dot, s/he answers a question from that category at his/her age level. (Questions for ages 10-15 are at the top of each card, questions for ages 16 and up are at the bottom). If the player gives the correct answer, s/he moves (again) the number of spaces shown on the die. His/her turn is over. If the player answers incorrectly, his/her turn is over. A player my only answer one question per turn.
3. **Reaching a Knowledge Base (the icon spaces):** A player may move less than the number rolled to stop on a Knowledge Base. If a player starts on a Knowledge Base, the player does not roll, but answers a question for that topic to try to collect a ring.

4. **Collecting Rings:** A player who answers a question correctly while on a Knowledge Base collects a ring of the same color as the Knowledge Base and slips it onto his/her playing piece. A player may only collect one ring of each color.

5. **Sliding:** After answering a question on a Knowledge Base (either correctly or incorrectly), players slide their playing pieces down the chute to the corresponding “enter” space.

6. **Answering Questions Incorrectly:** When a player ("Player 1") answers a question incorrectly, the player with the least number of rings (the "Bonus Contender") has a chance to answer the same question. If the Bonus Contender answers the question correctly and:
   a. Player 1 is on a Knowledge Base; the Bonus Contender collects a ring for that topic but does not move his/her piece. Player 1 still slides along the chute.
   b. Player 1 is on any other type of space; the Bonus Contender moves the number of spaces that Player 1 would have moved had s/he answered correctly (the number Player 1 rolled.)

### WINNING THE GAME

When a player collects his/her sixth ring (one for each topic), s/he slides down the chute to an "enter" space. The player must correctly answer a question for this space to win the game. If the player answers incorrectly, s/he must stay on that entry space, wait for the next turn, and try again.

### TOPICS

Below is a listing of the sub-topics included in each category:

**Land, Sea & Sky**
- Land, Ocean, Space, Geography, Geology, Exploration, Energy, Weather, the Environment, Natural Disasters

**Hall of Fame**
- Scientists, US Presidents, World Leaders, Entertainers, Fictional Characters, Artists, Authors, Composers, Royalty, Sports Personalities

**Today’s Life**
- Technology, Consumer Trends, Symbols and Slogans, Food, Current Events

**Science**
- Physics, Biology (Plants, Animals, Extinct Animals), Chemistry, Health and the Human Body

**Media**
- TV, Movies, Books & Stories, Music, Comics, Internet, Radio

**Our World**

Copyright ©2006 University Games