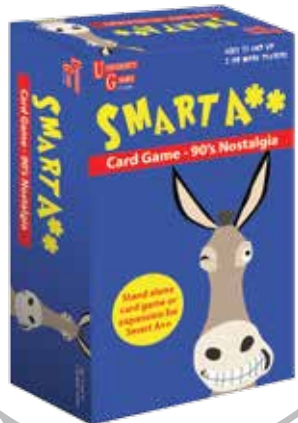


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Smart A**®
Geek Chic
Card Game/Expansion Pack
Ages 12+

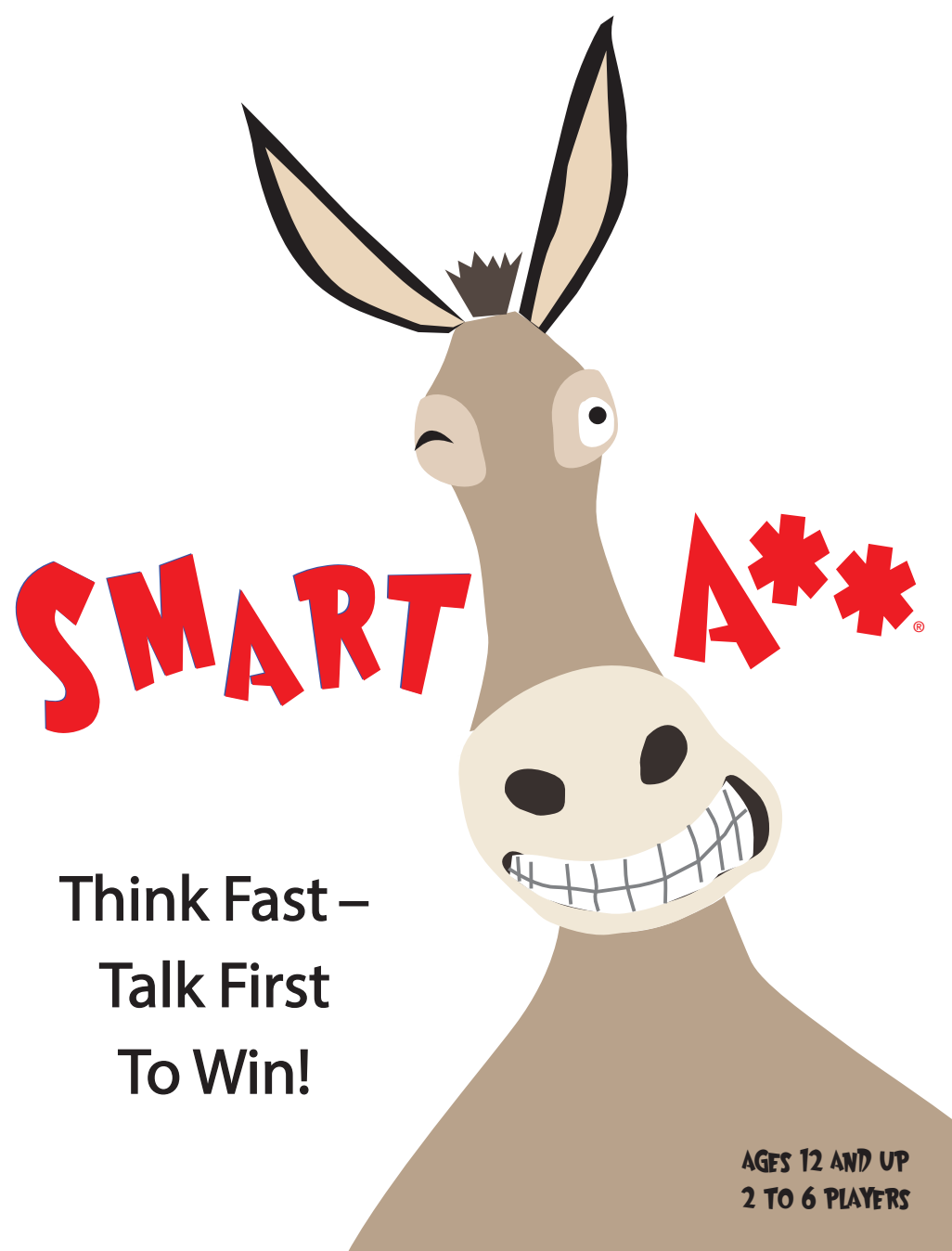
Smart A**®
90's Nostalgia
Card Game/Expansion Pack
Ages 12+



WTF (What the Fish!)™
Ages 8+



INSTRUCTIONS



Think Fast –
Talk First
To Win!

AGES 12 AND UP
2 TO 6 PLAYERS

Components

- Game Board
- 411 Question Cards
- 6 Playing Pieces and Stands
- Jumbo Category Die
- Jumbo Movement Die

Object Of The Game

Be the first player to reach “The End” and become the ultimate Smart A**.

Setup

1. There are four categories of question cards: **What Am I?**, **Where Am I?**, **Who Am I?** and **Hard A****. Place each card deck on the Game Board in its designated corner.
2. The **Hard A**** cards have two questions. Once all of the top questions on the cards have been read, continue play using the bottom questions.
3. Each player chooses a plastic stand, inserts a Smart A** Playing Piece and places it on the “Start” space.

Playing The Game

1. The oldest Smart A** player (Player 1) is the Reader and asks the first question. Player 1 rolls the Jumbo Category Die to determine the category of the first question. Blue is **What Am I?**, Green is **Where Am I?** and Orange is **Who Am I?**
2. Player 1 selects a question card from the category rolled. The Question Card lists 8 clues. Player 1 begins to read the first clue. Any player can yell out an answer at any time and after any clue (players do not need to wait for Player 1 to finish reading the clue). However, each player gets only one try at answering each card. All players who provide incorrect answers are out of that round and cannot try to answer the question again.
3. Player 1 continues to read the clues until one of the players answers the question correctly. The player that answers correctly then rolls the Jumbo Movement Die and moves his/her playing piece forward the number of spaces rolled.
4. If no player answers the question correctly after the last clue is given, Player 1 wins the round, rolls the Jumbo Movement Die and moves his/her Playing Piece forward the number of spaces rolled.
5. Play passes to the left with the player to Player 1's left becoming the Reader.

6. Spaces on the Game Board:

- a. **DUMB A** SPACE: This is a penalty space.** If a player lands on this space after rolling the Jumbo Movement Die, he/she is silenced from answering or asking the next question. In other words, any player landing on the Dumb A** space sits out the next round. If it was the player's turn to read a Question Card, then the player to his/her left becomes the Reader. *Note: If only two players are playing and one player lands on the Dumb A** space, then the other player gets a free roll of the Jumbo Movement Die and moves forward on the Game Board. The game then continues.*
- b. **HARD A** SPACE: This is a bonus question space.** If a player lands on this space after rolling the Jumbo Movement Die, then the Reader selects and reads a bonus question from the **Hard A**** (red) category. Only the player who landed on the Hard A** space can try to answer the question. If the player answers correctly, he/she rolls the Jumbo Movement Die again for a bonus move. If he/she answers incorrectly, then play resumes with all players back in the game for the next question. *Note: For the bonus spaces, if the player answers incorrectly, the Reader does NOT get to move forward.*
- c. **KICK A** SPACE:** If a player lands on a **Kick A**** space, he/she must move his/her playing piece back three spaces.

7. Tie Breakers: If there is a dispute regarding which player answered the question correctly first, the Reader should determine which player moves forward. However, if it is an exact tie, and the Reader cannot make the determination, then the Reader selects a tie-breaking question from the **Hard A**** category and reads the question for the tied players only. The first player to answer the tie-breaking question correctly wins the round, rolls the Jumbo Movement Die and moves forward. If none of the tied players answer the question correctly, the Reader wins the round, rolls the Jumbo Movement Die and moves forward.

Winning The Game

The first player to land on “The End” is declared the winner and becomes the ultimate Smart A**. The correct number roll is not required.

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