**Ages 12+**

**Players** 2-6

**Contents:**
1. 1 Instruction Sheet
2. 6 Movers
3. 280 Game Cards
4. 1 Game Board
5. 6 Catle Cards
6. 1 Answer Sheet Pad
7. 6 Dice
8. 1 Game Bag

**How to Play**

1. Place the board in the middle of the playing area.
2. Each player gets a pen or pen along with several answer sheets.
3. Each player picks a colored mover and puts it on the “Start” space.

**Game Play:**

1. Each player rolls the die; high roll becomes the first DASHER (the leader of each round). The DASHER reads the clue aloud to determine what category the player is in. If it's a single category, the DASHER plays the first category on the card and asks if it is a category. If it is a category, the DASHER can choose a category to play. (As optional play, the DASHER may choose one of the five categories for play without rolling the die. All players should agree on which way to play before the game starts.)
2. The DASHER reads aloud, from the blue side of the Game Card, the category question for the other players who then write it down on their answer sheets in the “Question” section. Each category has a question associated with it.
3. Alternate turns being the DASHER. Roll the die, draw a card and read from the corresponding category question. Before turning it over, the player reads aloud the answers, the DASHER makes up an answer. Now turn over the card to read and copy the real answer. Read both choices, in similar fashion, to the guessing player. If the guesses for your bluff, you advance 1 space; if the guesses for the real answer, they advance 2 space. Alternate until you reach the “Finish.”

**How do I win?!**

In each round, the player directly to the DASHER’s left advances his/her coin, followed by the remaining players in clockwise order. The first player to reach the “Finish” space on the board wins!

**Note:** It is a good idea to take one card from the box and read all of the clues along with their answers. This will get the players familiar with the categories and with how the real answers appear.

**2-PLAYER GAME**

Afterturns face to the DASHER. Roll the die, draw a card and read from the corresponding category question. Before turning it over, the player reads aloud the answers, the DASHER makes up an answer. Now turn over the card to read and copy the real answer. Read both choices, in similar fashion, to the guessing player. If the guesses for your bluff, you advance 1 space; if the guesses for the real answer, they advance 2 space. Alternate until you reach the “Finish.”

**Set Up:**

1. Place the board in the middle of the playing area.
2. Each player gets a pen or pen along with several answer sheets.
3. Each player picks a colored mover and puts it on the “Start” space.

**SCORING:**

1. 1 point is given to a player for every vote their answer earned.
2. 2 points are given to each player who correctly chooses the DASHER, once.
3. 3 points are given to the DASHER if no players vote for the real answer.
4. 4 points are awarded to any player who writes an answer very similar to the real answer.
5. 5 points sign their blasts by marking their initials on the bottom of the answer sheet in the space marked “Name.” This should be handled to the DASHER without the other players seeing it. If the DASHER then looks at all of the answers and makes sure that no one can see the real one, they can be read clearly. If the DASHER cannot read the answers, they should simply ask the person who wrote it. The DASHER arranges them, including the real one, in random order, and reads each answer aloud being careful not to reveal which answer is the real one. A player should not reveal their own answer by showing “that’s mine” by nudging, winking or grunting.
6. Missing clues from the DASHER, each player chooses the answer that they believe is the correct one. As each player chooses, the DASHER then reads aloud the clue for the real answer. The first player to reach the “Finish” space wins the game.

**Object of the game:**

To make up answers that will bluff the other players. Earn points for fooling other players into believing your bluff as well as for choosing the real answer.

**How to make a bluff:**

1. Read the category.
2. Read the question.
3. Make up a question that is similar or very close to the real answer but not the same. The real answer is copied from the game card. The round is played as usual but with one less answer. The player who made up this answer automatically earns 3 points and does not participate in the guessing or voting during the round. If two or more players named an answer that is close to the real one after the round is cancelled and the DASHER chooses a new card. The players who had the answer similar to the real one earn 3 points each.

**Rules:**

1. Players should not read the real answers aloud to avoid giving away their bluffs. If the DASHER writes the question on their answer sheets, along with the real answer from the green side of the card, then replaces the card in the back of the card box.

**Note:** The instructions for future reference as they contain important information.