

Space Descriptions:

Blank Space / Start space – No effect. Nothing happens.

Question Spaces:

A player picks up the card and asks you a question.

‘EASY’ space – Answer the yellow question card correctly for 1 person

‘MEDIUM’ space – Answer the orange question card correctly for 2 people

‘HARD’ space – Answer the red question card correctly for 3 people

Goal Card Space:

Pick up a goal card. These are to be completed by the end of the game to help turn the tables. Players can only hold a maximum of 2 goal cards at any point but can choose to swap them by landing on another goal space.

Chance Card Space:

Pick up a chance card. Check the bottom of the card to see when it should be used. These cards can benefit or hinder players.

If a player picks up a ‘Burnt’ chance card, then they must do nothing and move to the next player

Lava Space: (RED COLOURED SPACE)

Avoid these spaces. A player that lands on lava will lose 1 person each time.