

# Real Dumb Laws

## Game Instructions

For 2 to 4 adult players or teams

### Object:

Be the first player/team to make it to the finish space of your track.

### Contents:

Game board, movers, cards.

### Set Up:

Each player/team takes a mover and places it at the matching start space. Mix the cards and place them, face down, off to the side of the board. Players take turns guessing in the same order as colors on the game board with blue (if being used) going first, then yellow, green and red.

### Playing:

The player to the left of the player/team whose turn it is will do the reading. They take the top card from the deck and read aloud the law and the four choices that might complete it. The player/team whose turn it is then guessed whether choice A, B, C or D is the correct one.

The reader announces the correct answer (the answer with the star next to it). If the player/team guesses correctly, they move up one space on the board on the track and the next player/team goes.

If the answer is incorrect any other player/team can call out to answer the question. If they get it right, they move up one space. However, if they answer incorrectly they move back a space (or lose their next turn if they are on Start).

Play continues in the order that's on the game board.

### Dumb Law for This Round:

These are some offbeat things that players do during that one round

(one card) of play. You can choose to play the game with or without these (or maybe decide to use them as soon as one player reaches the half-way point).

If you play your game using the Dumb Laws, the reader reads the Dumb Law on the card before reading the law and getting the player's response. Dumb Laws usually affect all players (not just the reader) and there are even opportunities for readers to make up their own!

### **Ending & Winning the Game**

The first player to reach the FINISH space on their track wins!