



For 2 - 6 players/Ages 10 and up

Rules of the Game features situations from four sporting categories.

- Professional and Collegiate Basketball
- Professional and Collegiate Football
- Professional Baseball
- Professional Golf



Situations and answers were selected from the official professional and collegiate rulebooks that govern these sports.

Contents

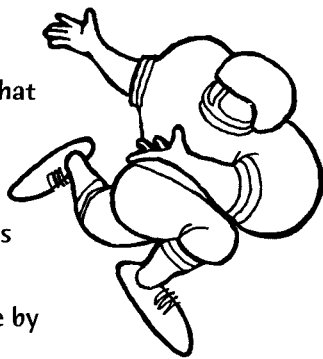
Gameboard • 576 Question and Answer Cards
• 24 Safe Cards • 6 Pawns • Die • 5 Divider Cards

Object

To be the first player to reach the FINISH space by answering questions about sports.

Setup

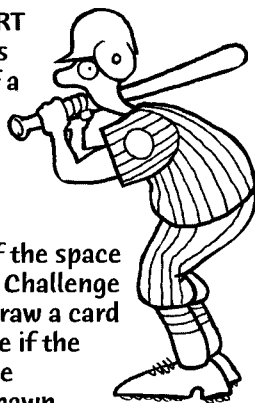
Place Divider cards in front of their matching decks, separating the Basketball, Football, Baseball, Golf and Safe Cards.



Each player selects a pawn and places it on the START space. Each player then rolls the die to see who rolls the lowest number. That player goes first. In case of a tie, roll again. Play moves in a clockwise direction.

Gameplay

On your turn, roll the die. Count forward on the gameboard the number of spaces rolled. That space determines the type of question you must answer. If the space is labeled CHALLENGE refer to the special rules for Challenge Spaces found on page 3. Any opposing player may draw a card from the top of the deck. This player must announce if the sport is professional or collegiate before reading the question aloud. If you answer correctly, move your pawn forward the number of spaces shown on the die. If you answer incorrectly, move back the number of spaces shown on the die. Play moves on to the next player.



Trumping Another Player

If, by answering correctly, you land on a space already occupied, you TRUMP the occupant. That player must retreat the number of spaces you just moved forward. If there is more than one player on the space, you must choose which player you wish to TRUMP. You can only select one player. You cannot TRUMP a player on a Challenge space.

If, while retreating after being TRUMPED or CHALLENGED, you land on a space already occupied by one or more players, those players will remain on that space with you. If you land on a Challenge space, you DO NOT have the three Challenge options listed under Challenge Spaces. You are, however, exempt from being challenged by another player.

NOTE: If you wish to move the game along at a faster pace, you may eliminate the TRUMPING option altogether. Pawns would then be able to occupy the same space at any time during play.

Challenge Spaces

If you land on a Challenge space, you are in control and have three options:

1. You may challenge any player on the board (with the exception of any players already on a challenge space) to answer a question in any category you choose. If the challenged player answers correctly, that player's pawn remains where it is. If the challenged player answers incorrectly, that player must move back 6 spaces. If the player being challenged presents a Safe card, he does not have to answer the question and the challenger's turn is over. You may not challenge another player.
2. You may elect to take a Safe card and the next player takes a turn.
3. You may take the Challenge yourself and answer a question in the category of your choice. If you answer correctly, you move forward 6 spaces. If you answer incorrectly, you move back 6 spaces.



Safe Cards

If you possess a Safe card, it can be saved or used at any time to prevent a Challenge. If you prefer to remain on your space and not answer a question, simply present the Safe card when you are challenged. You can not ask to hear the sport before deciding to use your Safe card.



Winning The Game

The first player to reach the FINISH space, by exact roll, wins the game. You do not have to answer a question to win the game.





We will be happy to hear your questions or comments about this game. Write to Hasbro Games, Consumer Affairs Department, P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

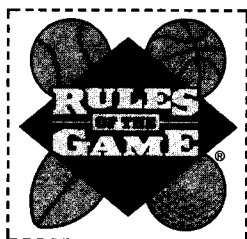
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