



"The Game Of Skill, Knowledge & Really, Really Good Guesses!"

FRONT
A Category
B Description and Quote
C Hints

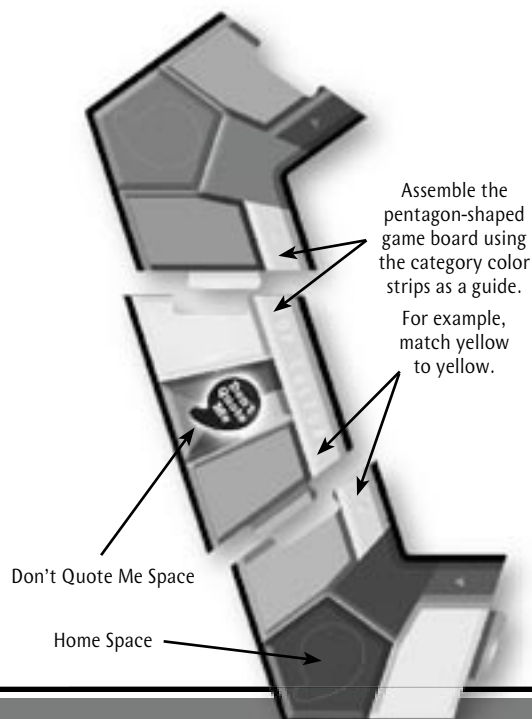
BACK
D Options
E Biography

Congratulations, you have selected the outstanding new Don't Quote Me® board game!

The objective of the game is to race around the game board and return to your home space before any other player. The first player to do so **wins the game**.

Getting Started

- Assemble the **Game Board** to form a five-sided track by alternating corner pieces with straight pieces. Use the category color strips along the inner edge of the board to match pieces correctly (see diagram below).
- Place the **Pentagon Card Holder**, with the cards inside, on the table.
- Place the **Rectangle Cards** face down in the center of the board.
- Have each player select a **Playing Piece** and place it on the corner home space of the same color on the **Game Board**.
- Select a player to go first.



How to Play

- On your turn, the reader (the player seated to your right) draws a card and reads the question to you.
- If your piece is on a space of a single color, the reader draws a **Pentagon Card**. The question category is determined by the color of the space. (See the **Pentagon Cards** section.)
- If your piece is on a **Don't Quote Me** space, and this is your first turn there, the reader draws a **Rectangle Card**. (See the **Rectangle Cards** section.) If you do not move off the space that turn, your next question will come from a Pentagon Card and you will choose the category.
- If you answer correctly, move your piece clockwise around the track. Game play then passes clockwise to the next player.

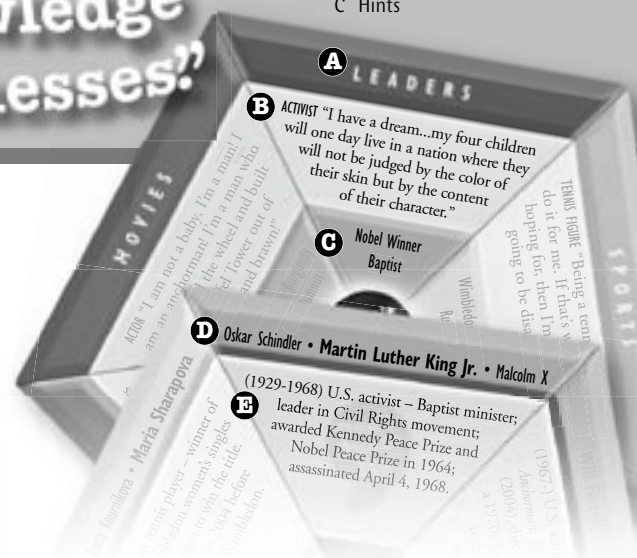
Pentagon Cards

The **Pentagon Cards** contain questions in five different categories. The category you read from depends on the color of the space your piece is on. The front of the card shows the category, the quote and two hints. The back of the card shows three options (with the **correct answer in bold**) and a biography about the speaker (see diagram at top right).

At the beginning of the quote, there is a description of the speaker's occupation, such as **SCIENTIST** or **AUTHOR**. In some cases, you must name something other than a person, such as a **BOOK** or a **MOVIE**.

Here's how Pentagon Cards work:

- First, the reader will read the description and quote to you. If you correctly identify the speaker of the quote at this point, move **three spaces**.
- If you cannot identify the speaker from the quote alone, you may request the two hints. If you correctly identify the speaker of the quote after receiving the hints, move **two spaces**.



- If you still cannot identify the speaker, you may request the multiple-choice options. If you select the correct speaker from the three options, move **one space**.
- If you give an incorrect answer at any level, you do not move and your turn ends.

Rectangle Cards



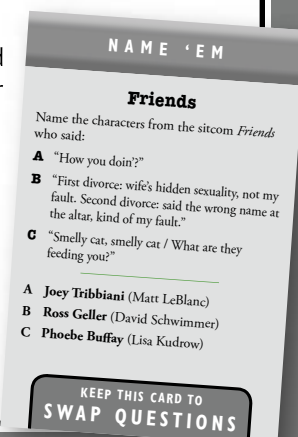
If you land on a multi-colored **Don't Quote Me** space, on your next turn the reader will draw a **Rectangle Card** for you instead of a Pentagon Card.

These cards have two purposes:

- The reader will read you the questions on the card and you can move one, two or three spaces as outlined in the **Rectangle Card Question Types** section.

AND

- Once you have answered the questions, the reader will give you the card. You keep the card and can use it later in the game to perform a special action identified at the bottom of the card (see the **Rectangle Card Actions** section).



Rectangle Card Question Types

Rectangle Cards can be any of four different question types, as identified at the top of the card:

Complete the Quote

This question type has three quotes with words left out. You must provide the missing words to complete the quote.

- The reader will read the theme and each of the three quotes to you, along with the number of missing words.
- For each quote that you can correctly complete, move **one space**.

Quote Countdown

This question type provides three quotes, all spoken by the same person. You must guess the speaker.

- The reader will read the theme and the first quote. If you correctly name the speaker after hearing only the first quote, move **three spaces**.
- You may request the second quote as a clue. If you correctly name the speaker after hearing the second quote, move **two spaces**.
- If you still don't know, request the third quote. If you correctly name the speaker after hearing all three quotes, move **one space**.
- If you give an incorrect answer at any level, your piece does not move and your turn ends.

Tell Me More

This question type provides a quote and two related questions.

- The reader will read the theme, the quote, the first question and the two options. If you select the correct option, move **one space**.
- Regardless of whether you answered the first question correctly, you may attempt the second question as well. If you answer the second question correctly, move an **additional two spaces**.

Name 'Em

This question type provides three quotes by different speakers. You must name the speaker of each one.

- The reader will read the theme, the question and each of the three quotes.
- For each speaker that you can correctly name, move **one space**.

Rectangle Card Actions

After answering the questions on a **Rectangle Card**, you keep the card, even if you did not answer any of the questions correctly. You may use the card later to perform a special action. After using it for the action, you must return it to the bottom of the deck. Here are the different actions that can be found on these cards:

Swap Questions

You may play this action to start your turn over with a new question from the same category.

- You must play this action before you give an answer.
- You may not play this action to swap a Rectangle Card.

Steal A Turn

You may play this action on any other player's turn to take their question.

- You may play this action at any point in a player's turn, provided you play it before they give an answer.
- You may not steal Rectangle Cards.
- When you have finished playing the action and moving, game play continues clockwise from the person whose card was stolen.
- This action does not work in two-player games and so the card must be discarded after the question is played.

Let It Ride

You may play this action to risk a move you have already earned in order to obtain an additional question and an additional move.

- You must play this action after correctly answering a Pentagon Card question, but before moving your playing piece.
- Your new question will be from the same category as the last one.
- If you answer the second question correctly at any level, move your playing piece the total number of spaces earned on both cards.
- If you answer incorrectly, you do not move at all and your turn ends.



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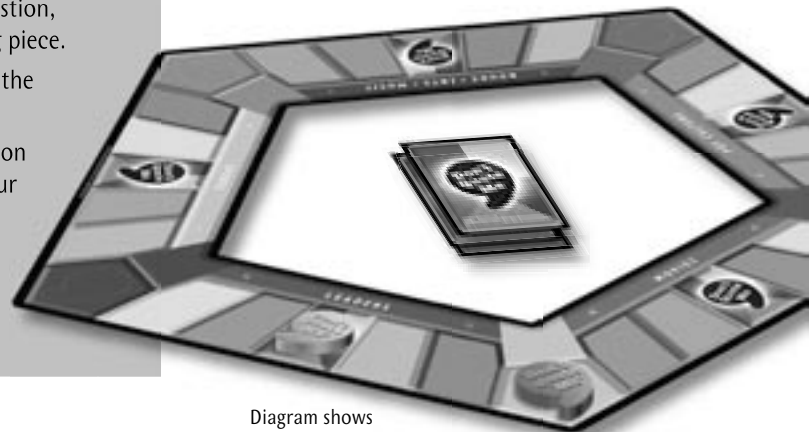


Diagram shows assembled game board.