

# “Don't Quote Me”

Easy To Play

## Instructions

### Congratulations!

You have selected the multiple award-winning family board game, the **Don't Quote Me® - TIME For Kids Edition!**

### Objective

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

### Game Board

You build the game board as you go, selecting your own **Track Pieces** as you advance.

The **Game Hub (A)** is the center of the game board that you will build.

The **Track Pieces (B)** and **End Caps (C)** are used to build your track. You select new **Track Pieces** when you need them.

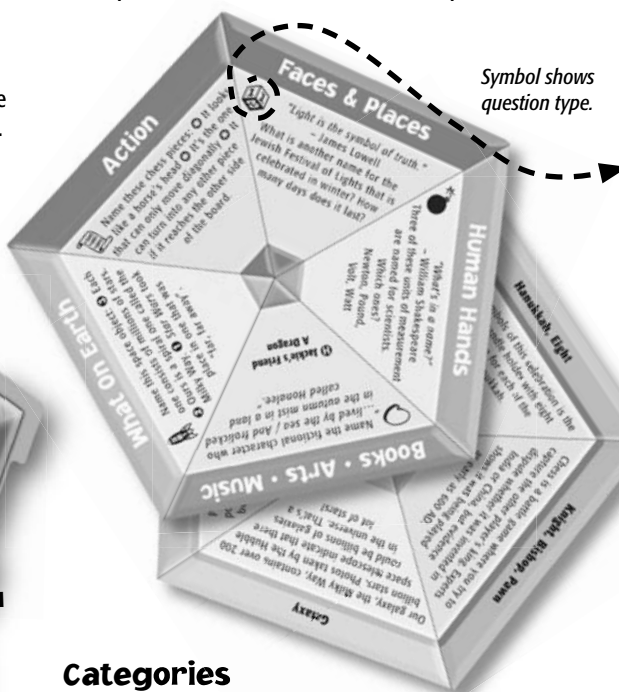
### Helpful Hint:

You can choose pieces with the category colors or the number of event cards that you like best. Two **Track Pieces** and an **End Cap** complete your track.



### Question Cards

The **Question Cards** contain quotes and questions in five categories and five question types. Players answer questions on the card to advance around the game board. Each question awards a maximum of three points.



### How Question Types Work



#### Quotation

Answer the question relating to the quotation and you receive 3 points. If unsure, ask for the two hints, then give a correct answer to receive 2 points. If you still don't know, choose from the three options for 1 point. If you make a guess at any level and are wrong, you receive no points and your turn is over.



#### 1+1=3

The question asks you to name two things. Name one of them and you receive 1 point. If you can name both, you receive 3 points.



#### Name 'Em

The question asks you to name three things. You can make one guess at each one, and for each one that is correct, you receive 1 point.



#### Landmine

The question asks you to pick three correct answers from a list of four. One of the items is a landmine that doesn't belong. You receive a point for each correct guess. You can stop anytime, but if you guess the landmine, you receive no points and your turn is over.



#### Countdown

The question gives you three hints to identify one thing. Name it after the first hint to receive 3 points. Each hint after that costs you a point. If you make a guess at any level and are wrong, you receive no points and your turn is over.

### Categories

#### Human Hands

Science, technology, math, measurements, buildings, computers.

#### What On Earth

Animals, plants, nature, weather, space, health, anatomy.

#### Faces & Places

Politics, culture, explorers, cities, countries, religion.

#### Action

Movies, television, radio, sports, games, hobbies.

#### Books • Arts • Music

Novels, stories, writers, comics, painting, dancing, theater, songs, musicians.

### Event Cards

The rectangular **Event Cards** allow you to help yourself or slow down other players. There are nine different events and three wild cards.

Details on using Event Cards are found in the **How to Play** section.



## Getting Started

- Place the Game Hub in the center of the table.
- Place the Question Card holders with cards on the table.
- Shuffle the Event Cards and deal five, face down, to each player. Players hold these cards in their hand during game play. Place the rest face-down near the center of the table.
- Have each player pick a Playing Pawn and place it on the matching color on the Game Hub.
- Lay out the Track Pieces where everyone can see them.
- Pick a player to go first.

## How to Play

The player to your right draws a **Question Card** and reads the question from the category matching the color of the space you are on.

Before reading the question, the reader must announce the category and type of question being read.

After you answer the question, move your pawn one space for every point earned. Be sure to move in the direction of the arrows indicated on the board.

As you move, select and lay down new Track Pieces when you need them. To complete your track, you'll need two Track Pieces, then your End Cap.

If your move causes you to land on an **Event Card** space, you may draw as many cards as the space indicates.

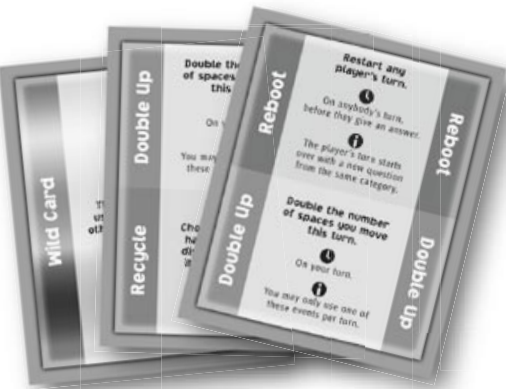
Your turn is over once you have played one question, moved your pawn and drawn cards. Play then passes to the next player clockwise.

## Using the Event Cards

You may use **Event Cards** only when you have a pair of the same Event in your hand. Wild Cards can be matched with any other Event to form a pair.

Each Event Card describes how and when it can be used. The **!** indicates whether you can play the card on your turn or another player's turn.

The **i** gives more information about how the card works.



## Event Cards (cont'd)

To play an Event, you must announce it, show both matching cards, and then do the action described on the cards. Discard both cards face-up next to the deck of unused Event cards.

You can trade Event Cards with other players, and you may play multiple Event Cards on any turn.

## Great Ways to Modify the Game

For your first few games, you may wish to play with the board game pre-assembled and with no Event Cards. As you become more familiar with the game, start using the event cards and the build-as-you-go game board for more exciting gameplay!

To modify the length of the game...

- Use more than 2 or fewer than 2 Track Pieces per track.
- Have players complete more than one lap of the track.

To increase or decrease the number of Events...

- Deal more Event cards at the beginning of the game.
- Deal fewer (or no) cards at the beginning of the game.

Modify the game for different age levels...

- Have older kids build longer tracks than younger ones.
- Have older kids complete more laps of the track than younger ones.

Change how the track is built...

- Start with the board already built. Players can either select their Track Pieces before the game begins or the board can be pre-built by mixing up the Track Pieces.

## Frequently Asked Questions

**Q** Can you use your own "Cancel" Event to stop another player's "Cancel"?

**A** Sure! Cancel can stop any Event played by another player, so long as you use it right after they use theirs.

**Q** How can I use a "Let Me Guess" Event in a two-player game?

**A** You can't, since one player is always the reader. Either play with a third player if you can, or try to match the other Event on the card instead.

**Q** When a "Name 'Em" question asks me to name three specific things, can I make more than one guess for each one of them?

**A** No, when you're asked to name specific things, you get only one guess at each one.

**Q** When I'm answering a "Landmine" question, can I just say which one doesn't belong, rather than naming the three that do?

**A** Yes, but if you guess wrong, you get no points.

**Q** There are often quotes included with questions that are not a "Quote" question type. Why?

**A** Some quotes have been added to add fun and flavor to the question and game. These quotes should be read, but are not necessary to answering the question.

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Diagram shows game board assembled for 5 players.

