

“Don't Quote Me”

Quick Start Guide



This guide provides you with three levels of game play. Each level introduces a new element of the game. **For more detail, refer to the game instruction sheet.**

The object of the game is to race your pawn out to the end of your track and return to the center hub before any other player. All players start on the center hub piece.

Level 1 ● Your First Game!

For your first game, assemble the whole game board before you begin. Each player's track connects to the hub and is made up of two track pieces and an end cap. Use the photos on the game instruction sheet as a guide. Each player then places their pawn on the matching space on the center hub.

Players are asked one question each turn and earn points for correct answers. After answering, they move their pawn one space for every point they earned.

Put the rectangular Event Cards aside for now and ignore the board spaces that show cards on them. You'll use these in Level 3! Take some time to learn how the **Question Types** and **Question Categories** work first. See the handy tables on the back of this card.



Level 2 ● Build the Game Board as You Go

When you are ready for another challenge, build your own track as you go instead of starting the game with the board already built. This allows you the freedom to choose track pieces that have categories you like.

When you start the game, place the hub in the center of the table but do not add any track pieces or end caps. When you need to move your pawn off the hub, choose an unused track piece. Attach it to the hub and then move your pawn onto it. Repeat this step after you need to move your pawn off your first track piece. After you have placed two track pieces, select an end cap to finish your track.



Level 3 ● Adding Event Cards

When you are comfortable with the question types and building the track as you go, it's time for Event Cards! Event Cards add extra fun because you can use them to gain points, switch questions or stop other players from scoring.

When the game starts, shuffle the Event Cards and deal out five to each player. Put the rest of them in a deck near the center of the board. When your piece lands on a board space that shows cards on it, draw the number of Event Cards shown on that space.

Most Event Cards have two events on them, such as “My Choice” or “Let Me Guess”. These cards let you do all sorts of fun things, but you can only use an event if you have two cards with a matching event between them. When you play an event, you must discard both matching cards.

If you like, you may trade Event Cards with another player in order to get a match for an event you want to play.



Categories



Human Hands	Science and technology Famous human achievements Inventors
Action	Hobbies and games Movies and television Sports
Faces & Places	Politics and culture Countries, regions and cities Famous people
What On Earth	Geology and natural landmarks Plants and animals Anatomy and health
Books • Arts • Music	Novels, stories and writers Art and artists Songs and musicians



How Question Types Work

Players earn points by answering questions correctly.

For every point you earn, move your pawn one space along your track.



Quotation

You are given a quote and a question that relates to it. If you need help, you can ask for two hints. If you are still unsure, you can choose from three options.

Answer with no help ⇨ 3 points.

Answer with two hints ⇨ 2 points.

Answer by choosing from three options ⇨ 1 point.

Answer incorrectly at any level ⇨ 0 points.



1+1=3

You are given a question that asks you to name two things.

If you name either one correctly ⇨ 1 point.

If you name both correctly ⇨ 3 points.



Name 'Em

You are given a question that asks you to name three things. You can make up to three guesses.

For each correct answer ⇨ 1 point (maximum 3).



Landmine

You are given a list of four items. Three are correct and one of them, the landmine, doesn't belong. You must try to guess which three do belong. Each correct item ⇨ 1 point.

You can quit anytime and keep the points you have, but if you name the landmine, you lose your points and your turn is over.



Countdown

You are asked to name something and there are three clues available to help, numbered ●, ● and ●.

Answer with only the first clue ⇨ 3 points.

Answer after two clues ⇨ 2 points.

Answer after all three clues ⇨ 1 point.

Answer incorrectly at any level ⇨ 0 points.

