

HOW TO PLAY



Up to 4 players can play this game.

TO START

Each player chooses a playing piece and puts it on the start space.

The question cards should be sorted by colour and shuffled and then placed face down on the areas of the board that say One Point Questions, Two Point Questions and Three Point Questions.

Forfeit cards should go on the space that says Forfeits.

PLAYING THE GAME

The objective of the game is to get as many points as possible. Starting with the youngest player and moving clockwise, each player rolls two dice, adds together the numbers on both dice, and moves the relevant number of spaces on the board.

If a player lands on:



They must answer a One Point Question.



They must answer a slightly harder Two Point Question.



They must answer an even harder Three Point Question.

Another player must pick the top card off the relevant One, Two or Three Point Question card pile and read the question and multiple choice answers out loud. If the card has the magnifying glass symbol, the card has a visual element to it so the player must show the question to the person answering, taking care to cover the answer! The player that landed on the space has to choose his or her answer. If they get it right, they keep the card and score either one, two or three points, depending on the question card level. If they get it wrong, the card is placed face down at the bottom of the pile of cards.

Depending on the age and ability of players, the person asking questions might need to repeat questions and multiple choice answers. Some children might also need paper and a pen to work out answers.



The player chooses which level of question they answer.



The player must pick a FORFEIT card and perform the forfeit. Once the player has performed the forfeit, the card must be placed face down at the bottom of the pile of forfeit cards.



The player must miss their next turn.



The player carries out the action straight away.

FINISHING THE GAME

To finish the game, you need to throw a number that will take you onto or over the finish line. You don't have to throw the exact number - for example, if you are three spaces from the end, you don't have to throw a three; you can throw a three or any number higher than three.

You then need to answer a final question - the level of question is up to you. If you get the answer right, you score double the points (for example if you choose a Three Point Question card and get the answer right, you score six points) and the game ends - **but the winner has yet to be decided!**

If you don't get the answer right, you stay on the finish line and answer another question at your next turn (assuming no-one else finishes the game in the meantime) - again the question level is your choice.

WINNING THE GAME

All players must finish when one player gets their final question right. Scores must then be tallied. To do this, add up the scores of each of your cards - for example a One Point Question card will score one point, a Two Point Question card will score two points, etc. **Whoever finishes first must remember to count double for their last question.**

The winner is the player that scores the highest number of points. Anyone scoring 15 points or above is a "genius" and can personalise the passport included in the game and stick their genius stamp (also included) into the passport.



Few of us are in fact geniuses so don't worry if you don't score 15 straight away. The idea is that you read the downloadable **Go Genius Times Tables Learning Aid**, which can be downloaded at www.go-genius.co.uk, then play the game a few times - remember practice makes perfect. There are four genius stamps included with the game. You can award stamps to anyone who scores 15 points or more. Additional passports and stamps can be downloaded at www.go-genius.co.uk.