The host reveals the answer!

After players have selected their answers, the host reveals the correct answer:

- If you answered correctly (or matched the host’s answer on a Force question), flip over the wager coin you placed face-down in the base tray and advance your peg that number of positions.
- If you answered incorrectly (or didn’t match the host’s answer on a Force question), you do not advance your peg on this question.
- All wager coins used during this question are set aside into a discard pile. You will get them all back when ANY one player runs out of wager coins.

**NOTE:** If the question was a Group Question, the entire group will either answer correctly or incorrectly, and everyone (except the host) will either advance their pegs forward on the score tracker panel or not. Only during Individual Questions can some players advance their pegs forward while others do not, depending on how each player answered.

**Start Another Turn**
After the answer is revealed and players’ pegs are advanced for answering correctly, it’s the next player’s turn to be the host.

**Running Out of Wager Coins**
When any player needs to use a wager coin but has none left, ALL players get to take back the wager coins they have already used from the discard pile. Play then continues.

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**ENDING THE GAME**

Complete the Final Challenge to win!

When your peg reaches the final black (25) position, you must perform the Final Challenge to win. (You do not need an exact number to reach the final position.) Follow the Final Challenge instructions below:

- All players whose peg is in the final (25) position get to take the Final Challenge (wager coins are not used).
- Select a player whose peg is NOT on a final position to read the Solo Pick 1 question on the next placard.
- Players use their answer dials to secretly select their answers.
- Once all answers have been dialed in, players flip over their answer dials to reveal their selections.
- All players in the final (25) position who answered correctly WIN the game!
- If no one answers the question correctly, all players in the winning position must move their pegs backwards two positions to the position marked 23. Then, play continues.
OBJECT
Answer questions correctly to advance your peg along the score tracker panel. If you answer a question correctly while your peg is in the final (25) position, you win.

SET UP
1. Insert the score tracker panel into the base tray and place it where all players can see it.
2. Set the question placards in a stack nearby with the four large pictures facing up.
3. Each player takes a set consisting of the peg, answer dial, and five wager coins of the matching color. Insert your peg into the start (1) position of the score tracker panel and keep your wager coins face-down in front of you.

Answer Dials
The answer dials will only be used during the Individual Questions (Solo Pick 1 and Force), not the Group Questions.

Wager Coins
On every question, all players except the host will choose one wager coin to play AFTER the pictures are revealed but BEFORE the question is read out loud. Play a higher-numbered wager coin when you feel you may answer the question correctly and a lower-numbered wager coin if not.

ON YOUR TURN
On your turn, you are the host for the current question.

Being the Host
The player with the next birthday is the host for the first turn. Players take turns being the host, going around clockwise.

1. Roll the die: If you roll any of these symbols: 1 2 3 4, move on to step 2. If you roll 5, all players who are in first place must move their pegs back one position unless they are on the start (1) position. Keep rolling until you roll one of the other symbols, then move on to step 2.
2. All other players wager: Before reading the question, the OTHER players look at the pictures on the placard and place one of their wager coins face-down in the spaces provided at the bottom of the base tray. The wager coins represent the number of positions the players will advance if they answer the question correctly (as described in the Revealing the Answer section on the back page).
3. Read the question: After all other players have placed their wager coins, read the question on the back of the placard that matches the symbol on the die. Do NOT read anything else on the placard. The types of questions are described on the next page.

QUESTIONS
There are Group Questions and Individual Questions.

Group Questions
For Group Questions, all players EXCEPT THE HOST work together to answer the question. These are Group Questions:

- PICK 1
All other players work together to select the ONE answer — A, B, C, or D — they think is correct.

- PICK 2
All other players work together to select the TWO answers — A, B, C, or D — they think are correct.

- PICK 3
All other players work together to select the THREE answers — A, B, C, or D — they think are correct.

NOTE: If there is ever a disagreement about the group’s answer, the player to the left of the host gets to make the final decision on what the group’s answer will be this turn.

Individual Questions
For Individual Questions, players will use their answer dials to answer these questions individually and secretly. Players turn the dial until the answer they want is visible in the window. Don’t talk about the question or your answer with other players. These are Individual Questions:

- SOLO PICK 1
Each player EXCEPT THE HOST uses their answer dial to secretly select an answer — either A, B, C, or D — then places their answer dial face-down so no one can see. Once all answers have been dialed in, players flip over their answer dials to reveal their selections.

- FORCE
Force questions are about YOU, the host, and what you think about the characters, stories, and the other players. After you have read the question out loud, use your answer dial to secretly select the answer YOU like best. Your answer might be A, B, C, or D, or it might be another player (represented by the colors red, green, yellow, blue, white, or black). At the same time, all of the other players use their answer dials to try to MATCH your answer. Once all answers have been dialed in, players flip over their answer dials to reveal their selections. If any player matches your answer, you advance your peg one position and they advance their pegs the amount they wagered.

On Force questions in which you select a player as your answer, turn your dial until that player’s color is visible in the window.