



2 to 6 Players
Ages 12 to Adult

Note: You can also play in two teams! This is a great way to play if you have a wide range of ages, as it makes the best use of everyone's knowledge! See the Team Rules at the end for more information!

Contents

400 Cards, 6 Pawns, Game Board

Object

Answer fun logo and brand questions correctly to make it to the Winning Zone and correctly answer your final question(s) to win!

Set Up

- Lay the Game Board flat on the table or playing surface.
- Each player (or team) selects one of the Pawns as their game piece and places it on START.
 - Set out the Cards so everyone can reach them.

Play

- The oldest player will be the first Question Master. As the game goes on, players will take turns being the Question Master.
- The Question Master takes a card from the Card box.
- There are four questions on the front of each Card, each next to a color square: Blue, Green, Yellow and Red. The colors coordinate with the spaces on the Game Board. And there are three types of Cards:
 - Picture Cards—the questions are related to images
 - Pot Luck Cards—the questions are about general knowledge
 - Common Theme Cards—the answers to the questions all have a common theme
- The Question Master asks the player to their left the first question (Blue). If it's a Picture Card, show the player the picture while you ask the question.

Correct Answers

- If the player answers the question correctly, they move their Pawn to the next Blue space on the Game Board and the Question Master continues to ask the player the remaining questions on the card.
- Each time this player answers a question correctly they move their Pawn forward to the next space that matches that question's color.
- Once the player has answered the fourth (Red) question correctly and moved their playing piece onto the next Red space on the board, their turn is over and the card is put into the back of the Card box.
- Play then moves to the left. The player who just answered questions is the new Question Master, and they ask questions to the player to their left.

Incorrect Answers

- If a player gives an incorrect answer, their turn ends and they leave their Pawn on its current space.
- The Question Master then asks that same question to the next player to the left.
- If they answer it correctly, they move their playing piece to the next space that matches the question's color (for example, if it is the Green question, they move their playing piece to the next Green space).
- The Question Master continues to ask this player questions from that Card until they either answer all the remaining questions correctly or get an answer wrong, in which case the Question Master asks that question to the next player to the left and so on.
- If none of the players can answer a question correctly the Question Master reads the answer aloud, and then asks the original player on their left the next question.
- If no one can answer the final (Red) question on the card correctly, the Question Master reads the answer aloud and puts the Card back in the Card box.
- That turn is now over and the next player to the left becomes the new Question Master.

Winning Zone

When a player gets a question right near the WINNING ZONE and there are no spaces left ahead on the Game Board that match its color, the player moves their piece onto the Winning Zone where it stays for the rest of the game. The player continues their turn if any questions remain on the current card after they enter the Winning Zone.

Continued on reverse

Winning the Game

Once a player has moved into the Winning Zone, they must correctly answer either any two consecutive questions or a Red question to WIN (for example, if a player enters the Winning Zone after answering a Green question, they need to answer the remaining Yellow and Red questions correctly to WIN – OR if they enter the Winning Zone after answering a Yellow question, they ONLY have to answer the remaining Red question correctly to WIN).

If a player in the Winning Zone gets a question wrong, the Question Master gives it to the next player to the left and play continues as in a normal turn – whether or not any other player is in or out of the Winning Zone.

Team Rules

- Players divide into two teams to play.
- Question Masters start by asking the opposing team questions. Teams can collaborate to answer.
- If the team answers a question incorrectly, the Question Master then asks the question to their own team. If their team answers correctly, they get a bonus move to the color that matches the question color!
- If the Question Master's team answers incorrectly, the Question Master reads the answer aloud, and then asks the next question to the other team to continue.

BETTY CROCKER, PILLSBURY, TRIX, LUCKY CHARMS, COCOA PUFFS, HONEY NUT CHEERIOS, CHEERIOS, CINNAMON TOAST CRUNCH, COUNT CHOCULA, BOOBERRY, FRANKENBERRY, HAMBURGER HELPER, OLD EL PASO and TOTINO'S are all related logos and characters are trademarks of General Mills used with permission.

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We wanna hear about all the fun you had!

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