



### To Start:

1. All players start with their QI. pieces on square zero (0). All players roll the three dice. The highest scorer is the first QM (Question Master).

### To Play:

2. On their turn a QM rolls the three dice at the same time. The white die score is the number of spaces the QM must move forward on the board. If the QM's playing piece lands on a red, green, blue or yellow square, the QM must pick up that booklet and ask the relevant question in the booklet by placing the dice in the order Red, White and Blue. Example; if the QM starts on zero and rolls 5 on the red, 6 on the white and 1 on the blue, he advances 6 spaces to the Red Square and asks the question 561 in the Red booklet.
3. When a question is read out, all players can attempt to answer in turn starting with the player on the QM's left. If a player doesn't wish to answer, he/she says "pass".
4. Once all eligible players have given an answer, the correct answer is revealed by the QM. All those who have answered correctly advance 3 spaces. There is no penalty for a wrong answer unless the Klaxon has been hit (see below).

### The Klaxon:

5. Rather than offer an answer or say pass, a player on his/her turn can hit the klaxon to indicate that the immediately previous answer was wrong and provide what he/she thinks is the correct answer. Whoever is correct advances 3, whoever is wrong (and it could be both) stays put unless a specific Klaxon penalty is listed against one of the answers in the booklet. If either player has given that wrong Klaxon answer he/she must retreat the number of squares shown in the booklet. The Klaxon penalty applies only to the challenger and the player challenged, not to any other players. Any other players who have answered advance 3 spaces if correct but stay where they are if wrong. This ends the turn so that players yet to answer are deemed to have answered pass. The QM cannot hit the Klaxon.

*Example;* The QM asks the question about the origin of the name Winnie the Pooh on the base of the Q.I. box. The correct answer is Winnipeg, The Wind in the Willows is wrong, and Winston Churchill is shown as Klaxon – 15. There are five players plus the QM. Player 1 answers Winston Churchill, player 2 answers Winnipeg, player 3 answers Winston Churchill, Player 4 hits the Klaxon and says Winnipeg. Player 1 was wrong but wasn't Klaxoned so he stays put. Player 2 and 4 advance 3, and player 3 retreats 15 (the Klaxon penalty) player 5 is deemed to have passed and stays put.

6. Once a QM's turn ends, the QM passes the three dice to the player on their left and they become the new QM.
7. There are a number of special spaces on the board.
  - **Miss a go** – any QM landing on this space after rolling the dice, must hand over the dice immediately to the player on their left who becomes the new QM.
  - **Roll again** – if a QM lands on this space after rolling the dice he/she simply rolls again
  - **Chance Cards** – if any player lands on a chance card space, they pick up a chance card. Most of these are helpful and can be retained and used when appropriate. When used they are placed face down at the bottom of the chance card pile. No player can hold more than 1 chance card at a time.

### To Win:

8. The game ends when one of the players reaches a "**GAME ENDS**" square. The winner is the player with the

## REPLACING BATTERIES:

This game requires (3) x 1.5V AAA Batteries.

Removal and replacement of batteries should be carried out by an adult or under adult supervision:

1. Unscrew the battery cover from the back of the game.
2. Replace the batteries, ensure the batteries are inserted with the correct polarity.
3. Screw back the battery cover

## CAUTION

- Take special care to ensure batteries are inserted correctly, observing (+) and (-) marks on battery and product.
- Removal and replacement of batteries should be carried out by an adult or under adult supervision.
- Do not attempt to recharge non-rechargeable batteries.
- Rechargeable batteries must be removed from game before recharging.
- Removal and recharging of rechargeable batteries should be carried out by an adult or under adult supervision.
- Avoid short circuiting the contacts in the battery compartment or the battery terminals.
- Remove exhausted batteries from product.
- Do not mix old (used) and new batteries or batteries of different types eg. Rechargeable and alkaline.
- Do not attempt to power battery products by the introduction of mains supply or separate power supplies, and do not attempt to plug any part of this product into the mains supply.
- Dispose of exhausted batteries safely, and never dispose of batteries in a fire.
- Remove batteries from product after use or if storing for long periods.
- Periodically examine product for signs of damage to electrical parts and do not play with until damage has been properly examined.
- Only use batteries of the same or equivalent type to those recommended.
- Please retain the above information for future reference.

## USE OF RECHARGEABLE BATTERIES IS NOT RECOMMENDED FOR THIS PRODUCT

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

Some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.



The crossed out wheellie-bin symbol on this product is to remind you that Waste electrical and electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site. Alternatively you may take your old product (of similar function) back to the store where you purchased your new product within 15 days of purchase. You must take proof of purchase of your new product when returning your old product to the store.