

SPACE RACE

INSTRUCTIONS

OBJECTIVE: USE TILES TO CONNECT YOUR PATH WITH YOUR PARTNER'S BEFORE THE OTHER TEAM IN ORDER TO WIN.

1. DIVIDE INTO TWO TEAMS OF TWO.
2. EACH PLAYER SHOULD HAVE A ANSWER BOARD AND A MARKER.
3. PICK A TEAM COLOR (RED OR YELLOW) AND SIT ACROSS FROM YOUR PARTNER BY THE CORRESPONDING COLOR ON THE BOARD.
4. THE PLAYER WITH THE CLOSEST COMING BIRTHDAY GOES 1ST, THEN CONTINUE IN CLOCKWISE ORDER.
5. THE PLAYER WHOSE TURN IT IS DECIDES TO ANSWER AN EASY (WHITE) OR A HARD (BLACK) QUESTION CARD. EASY CARDS ARE WORTH ONE TILE AND HARD CARDS ARE WORTH TWO.
6. IN ORDER TO EARN TILES, THE PLAYER MUST CORRECTLY GUESS WHAT THEIR PARTNER WOULD ANSWER TO THE QUESTION ON THE CARD. BOTH PARTNERS MUST WRITE THEIR ANSWER ON THE ANSWER BOARD. IF THE ANSWERS MATCH THE PLAYER WHOSE TURN IT IS CAN PICK UP THEIR TILE(S).
7. THE FIRST TILE MUST PLACED ON THE CORNER SPACE BY STARTING POINT FACING THE PLAYER. PLAYERS DO NOT HAVE TO PLAY TILES AS SOON AS THEY EARN THEM, BUT MAY ONLY HOLD UP TO THREE TILES IN THEIR HAND AT ONCE.
8. IN ORDER TO CROSS ANOTHER TEAM'S PATH, THE PLAYER MUST REPLACE THE OTHER TEAMS TILE WITH A FOUR-WAY TILE (WHITE PATHS) AND DISCARD THE ORIGINAL TILE.
9. THE 1ST TEAM TO CONNECT THEIR PATHS WINS.