**Rule The Game of Quick Thinking and Fast Talking!**

**Contents**:

* Questions Cards (about health)
* PASS ON Cards
* SWITCH Cards
* Playing Pawns
* Playing Board
* Sandglass

**Object of the Game**: To correctly answer the most questions by giving answers before the sandglass down to the bottom of the timer.

**Set Up**

 1. Place the cards into the card box.

2. Place the card box and the timer in the middle of the table where everyone can reach them.

3. Each player chooses playing pawn and places it at the START position on the board.

 4. Each player is dealt 2 PASS ON cards and 2 SWITCH cards.

**Play**

 • The youngest player is first in the Hot Seat

• The player to the right of the Hot Seat Player draws a card and reads it aloud.

 • The player that reads the question should then start the timer by flipping it over. The player in the Hot Seat has time (the sandglass shows the time) to give answers. For example, If you say three answers before the time ends , you get to move forward three space on the board. If another player deems an answer given to be questionable, the group as a whole should decide if the answer is acceptable.

Winning the Game Players progress along the board until they reach FINISH. The first player to get there wins the game.

 Special Cards These cards can be played by the player in the Hot Seat. There are two different types: PASS ON and SWITCH. If the Hot Seat player wants to use one of these he must call out either “PASS ON” or “SWITCH” immediately after hearing the question. Only one card can be used on each question.

 **PASS ON Cards** If the Hot Seat player decides to use a PASS ON card after hearing the question, this question is instead asked of the player to his left. If the player on the left gives a correct answer then he gets to move forward one space on the board. If, however, he fails to give the correct answer, the original player in the Hot Seat moves forward one space. After giving the answer by the left player, the Hot Seat player continues his turn.

**SWITCH Cards** If the Hot Seat player doesn’t like the question, he can change it for a new one by using a SWITCH card. As previously stated, the player must call out “Switch” immediately after the question has been read.