RULES

CONTENTS:

• Over 400 trivia questions with two levels of difficulty
• Game board
• 4 pawns
• 50 SCORE chips
• Chip bag
• Die

not your ordinary sports trivia game

Ages 8+

2 to 4 players
Sports Trivia Challenge will test your knowledge on a wide variety of sports – from badminton and bowling to soccer and squash.

**ObJ ECT:**
Successfully answer trivia questions as you travel the board, collecting a SCORE chip for each correct answer. Collect the most SCORE points and you win the game!

**Set Up:**
Place the game board and box of questions cards in the center of the playing area. Place all SCORE chips in the bag. Draw one chip from the bag and, without looking at the value, place the chip face down on the “Finish” space. Each player chooses a pawn and places it on the “Start” space.

Determine which level of difficulty each player will use - Rookie and Pro. Not all players need to use the same level of difficulty. For example, an 8-year-old may use the Rookie level while playing against a 14-year-old who is using the Pro level.

**Play:**
The youngest player goes first by rolling the die and moving the corresponding number of spaces on the board. The color of each space border represents the type of question to be asked (see CARDS for details). Many spaces have additional actions (see SPACES for details).

The player to the right of the player who rolled the die, draws a card and reads the question. If it is a SEE IT! card, the person should cover the answer and show the picture to the player.

If the question is answered correctly, collect a SCORE chip. Each chip has a point value of 1 to 5. A turn ends after a player has been asked one question, collects a SCORE chip (if correct), and completes any additional action as indicated on the spaces. Play proceeds clockwise. Be the first to finish and gain a bonus SCORE chip.
**Cards:**
Every card has 2 questions - a Rookie level question on one side and a Pro level question on the other. The level can be identified by the icons in the top right corner of the card.

There are 3 different types of cards, each with a different color that corresponds to the spaces on the board.

- **Know It!** questions require players to answer multiple choice questions or to rank items based on given characteristics.
- **Name It!** questions require players to provide the correct sports term for the given definition.
- **See It!** questions require players to identify a sports-related item from a photograph.

**Spaces:**
Every space offers a chance to gain a SCORE chip by answering a question correctly, but some spaces have additional actions.

- **Obstacles - go back if Incorrect**
  You are faced with an extra challenge! If you answer your question incorrectly, you must move back as indicated on the space.
- **Advantages - advance if correct**
  Practice pays off! If you answer the question correctly, advance as indicated on the space. If you answer incorrectly, remain on the space until your next turn.
- **Free SCORE Chip**
  Lucky you! You receive a free SCORE chip. You may still gain another chip if you answer your question correctly.
- **Lose a turn if Incorrect**
  If you don’t answer this question correctly, you will have to sit out a full turn.

**Winning:**
The first player to reach the “Finish” space collects the SCORE chip and ends the game. All players then add up the value of their SCORE chips. The player with the most points is the winner! If there is a tie, the player that advanced the farthest on the board is the winner.
Special board Spaces:

Hole in One: A golf term that indicates hitting the ball from the tee and into the hole without any additional swings.

Home Run: When a baseball batter hits a ball that allows the batter to run around all bases and make it back to home plate safely in one play.

Quarterback Sack: When a football player is tackled behind the line of scrimmage prior to attempting to throw a forward pass, resulting in a loss of yards.

Power Play: A hockey term that indicates the opposing team has at least one player serving a penalty off the ice while play continues.

Split: A 10-pin bowling term when the first ball knocks down pins, but leaves two pins or two groups of pins left standing on opposite sides of the alley. Splits are notoriously very difficult to knock down with the second ball.

Personal Record: Frequently referred to as a “PR,” a personal record is the best race an athlete has achieved. Runners, swimmers and cyclists will often keep track of their PRs.

Corner Kick: In soccer, the advantage awarded to the team attacking when the opposing team sends the ball out of the field of play by the goal line.

Water Hazard: A natural or artificial body of water on a golf course. A player whose ball lands in the water receives a penalty stroke.

And 1: When a basketball player is fouled while taking a shot, but still makes the shot.

Bullseye: The center of the target in archery. Hitting the bullseye awards the most points.

Yellow Flags: These cautionary flags used in NASCAR warn drivers of hazards on the track. Different numbers of flags indicate different hazards.

Takedown: A term used in wrestling and martial arts, indicating bringing your opponent to the ground.

Penalty Kick: In soccer, a kick used to restart play after a foul. Oftentimes, penalty kicks result in goals for the non-offending team.

Spike: When a player scores a point in volleyball by slamming the ball over the net to the opposing team.

On the Ropes: When a boxer is in a situation where their opponent has trapped them with their back against the ropes of the boxing ring. This may cause the boxer to have to fight more aggressively.