

# Wise Alec<sup>TM</sup>

## Board Game



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- Playing Board
- 6 Playing Pieces
- 4 Decks of Play Cards
- 1 Dice
- Rule Book
- 30 Second Timer

**For 2 or more players**  
**Ages 8+**

### OBJECT

Be the first player to reach the allotted amount of points or the highest score. Choose from the 3 options of play. The winner is the Wise Alec.

### SETUP

**Option 1 Play:** Play for equal points (Example, first to reach 50 points wins).

**Option 2 Play:** Play for allotted time (Example, 20 minutes, highest score wins).

**Option 3 Play:** Players determine the amount of points needed to win the game.

NOTE: Different point totals can be made for each player depending on their skill level or age. For example: If a child is playing with an adult, the child may only need to reach half the amount of points as the adult. (Suggestion: 30 points for younger players and 60 points for older players).

You will need a piece of paper & pen to record points for each player.

Each player picks a playing piece & places it on the start square.

Players have the choice of where to move depending on their dice roll. The end of the game is determined by points or time and not by an end square.

### GAME PLAY

Roll the dice, highest score goes first.

First player rolls the dice and moves the total amount in any direction or path.

If you land on a square with instructions on it, follow the instructions. For example: If the square reads go backwards 1 space, do so.

When you land on a blank blue square the player may choose any of the colored trivia cards to answer. The "START" square is considered a blank blue square.

Before the player reads the question decide whether you want the easy or the hard. Easy questions are worth 3 points while hard questions are worth 7 points. If you get the question wrong you do not receive any points.

Set the timer if you choose to play with it.

After you have answered the question, the card should be placed at the bottom of the deck.

If you answer your question correctly you are awarded the points specified AND you get another turn (only one).

Game play continues until someone reaches the pre-determined number of points or until time is up.

### COLORED TRIVIA CARDS

When a player lands on either a red, green or yellow square, another player picks up the corresponding card. Before the player reads the question decide which level of question you want to answer. Another player will ask you the question. If you answer correctly you receive the amount of points specified on the card AND receive another turn.

### WISE ALEC CARDS

When a player lands on a purple Wise Alec square, the player picks up a Wise Alec Card. Act, read, save, speak or receive what is written on the card.

### NOTES

- Players can choose to play with or without the timer.
- To level the playing field, younger players can choose the level of question while older players may be required to answer only the hard questions.
- Each player can be responsible for adding and subtracting their own score.



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