

Wise Alec™



CONTENTS

- Playing Board
- 4 Decks of Play Cards
- 30 Second Timer
- 6 Playing Pieces
- 1 Die
- Rule Sheet

For 2 or more players

Ages 8+

OBJECT

Become the Wise Alec!

There are three different ways to win:

1st to the Goal!

Choose a point goal (example: 100 points). First person to reach that goal wins.

Race the Clock!

Choose the amount of time to play (example: 20 minutes). The person with the most points in that time wins.

Level the Field!

According to age or skill level, different point goals are assigned to each player. For example, the youngest player's goal is 30 points and the oldest player needs 60 points to win. First person to reach their point goal wins!

SETUP

Grab a paper and pen to record points for each player.

Decide if the timer will be used to limit "guessing time."

Place each player's playing piece on the "start" square.

To decide who goes first, everyone rolls the die. The highest scorer goes first.

GAME PLAY

On your turn, roll the die to determine the number of squares you will have to move. You may choose any path as long as it is in a clockwise direction.

RED, GREEN, or YELLOW SQUARES

If you land on a red, green, or yellow square, the player to your left picks up a card from the top of the corresponding deck. Tell that player whether you want them to read you the 3-point question or the 7-point question.

If you are using the timer, set it after the question is read.

If you answer correctly, you receive points. If you answer incorrectly, you do not receive any points (but you do not lose any points either).

BLUE SQUARES

If you land on a blue square, you get to pick which subject to answer. Note that "START" is considered a blue square.

ORANGE SQUARES

If you land on an orange square, the player to your right chooses which subject you have to answer from. If you are correct, you get double the points.

WISE ALEC SQUARES

If you land on a Wise Alec square, pick up a Wise Alec card and follow the directions. Be prepared to say a tongue twister, answer a brainteaser, win or lose points, or do other wacky things!

VARIATIONS

- Choose to play the game with or without the timer.
- Another way to level the playing field is to have the older players answer the 7-point questions while the younger players can choose which level they'd like.
- Each player can be responsible for adding and subtracting their own score.



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If you have questions (and answers) that you think would be great in the game contact us at info@griddlygames.com or 1.604.249.5020. Let us know what you thought of the game, we'd love to hear from you

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