

Winner

When a team answers a question and there are no more spaces matching that colour remaining on the board they move their peg into the centre space. The team continues to play the rest of the questions on the card. If they get one right they win, otherwise the opposing team takes its next turn and can go on to win if it reaches the centre and answers a final question correctly. A team can win by getting a question right that is passed to them during their opponents' turn.

A correct answer means the opposing team moves their piece onto the next coloured space matching that of the question itself. If they get it wrong a player from the Question Master's own team can try and answer it and move their piece in the same way. The second, third and fourth questions on the card are played in the same way.

After a card has been completed it is placed to the bottom of the pack and a player from the other team now becomes the new Question Master.

Players must alternate the role of Question Master equally within their team.

Preparation

Unwrap the cards and place in a handy pile. Split the players into two teams (one team may have an extra player). Each team takes a peg and places it on the starting space on the board next to the other.

Play

A player from the team containing the youngest player becomes the first Question Master and picks up the first card from the pile and reads out the first question to the opposing team. The question side of the card must not be shown to any players on either team.

The **LOGO** BOARD GAME

Mini Game

A Game for 2 Teams

Contents

- 58 Question Cards
- 2 Rules Cards
- Playing Board
- 2 Playing Pieces

Object

To be the first team to answer a question correctly after reaching the centre space on the board.