



GAME RULES



Game components

Board, 4 player tokens, 4 chip boards, 16 numbered chips, "IC - Initial concepts", "PM - Permeability", "SF - Seepage force" and "? - Puzzle" cards.



Number of players

Up to 4 players



How to play

Players must agree on which token each will use and determine the order of play. There are three types of cards: IC, PM, and SF cards contain multiple-choice questions, while Puzzle cards ("?"") contain true or false questions or special prize surprises.

At the beginning of each round, before answering a question, players must choose one of the four chips, each representing the number of spaces they will advance if they answer correctly. If they answer incorrectly, they stay in the same space.

For the first move, each player chooses both a question category and a chip. If they answer incorrectly, they remain at the starting space and must choose again in the next round.

Regardless of whether the answer is right or wrong, the chip used in that round must be moved to the bottom of the stack. A chip can only be reused after all four chips have been used – once every four rounds, the chips rotate back to the top. Be strategic: the chip you choose can determine your progress in the game!

The first player to reach the final space of the board and correctly answer the final puzzle wins the game.

Good luck, and have fun!

GeoFUN

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