TAKE YOUR BEST SHOT

EQUIPMENT:
1 Determinator™ (2 parts, base and funnel)
15 Guessing Balls (5 sets of three)
1 scoring track, 5 score markers 440 Clue cards.

Set up - Place the funnel, the clue cards and the scoring track in the middle of the table. Each player takes a set of three balls with matching number. Each player will have one red, one green and one black ball. Place the Score Markers for each player on the Start space on the board.

Play - Players take turns being the Clue reader. If you can't decide who goes first, then the oldest player reads first. For the next turn, the player to his left (clockwise) becomes the new Clue reader. The Clue reader cannot score.

Reader Side	Player Side

CLUE
Read this first

ANSWER
Read this after all balls
are tossed

Explanation of answer.
Read after
Answer given.

Parade Spoiler

RAIN

(also a good excuse to play games)

RAIN

FLOAT

BAND

One of these is the Answer.

Reader must make sure that everyone can see these before reading the Clue.

The Clue reader takes one Clue card and holds it up so that the other players can see the three answer choices. Every card has

three answers; one is printed in red, one in green and one in black. The reader reads the Clue (the text on the top of the back of the card) out loud. Based on this Clue, the other players try to determine the correct answer color as quickly as possible. As soon as you know (or think you know...) the answer color, toss your ball of that color into the funnel. You do not have to toss a ball into the funnel on any Clue, but you can't win points unless you do. You may not toss more than one of your balls into the funnel.

3 This player has the third correct answer and scores +1

2 This player has the wrong answer and scores -1

4 This player has the second correct answer and scores +2

5 This player has the first correct answer and scores +3

Scoring - Once the ball tossing is done, the reader removes the funnel from the funnel stand to reveal the tossed balls. The reader announces the correct color and reads the explanation text aloud. Then scoring takes place. The lowest correct ball (meaning the first to enter the funnel) scores 3 points. The second lowest correct ball scores 2 points. The third lowest correct ball scores 1 point. All incorrect balls score minus one point! (If your score is zero, you don't get this penalty.)

Keep score on the track. First to reach the Victory Space at the end of the track wins the game!

Optional rule - To make the score more even, make the high scorer in each round be the clue reader for the following round.

Credits: Game Design – Aaron Weissblum
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