

CDSK RULES

2 - 16

45'

14+

GOAL OF THE GAME

Pilot your team to victory by correctly determining your collective knowledge of various subjects on a scale of 1 to 10.

THE BASIC CARDS

Split into 4 Categories, these cards each contain a subject that teams will have to evaluate their knowledge of on a scale of 1 to 10.



THE CHALLENGE CARDS

The team that lands on this space has to follow the instructions on the card. Open questions, multiple choice, most answers in a timed period, but also lovely stuff that you'll love and mean things that you'll hate because they slow you down.



4 CATEGORIES

- C** **CURIOS**
Very precise or bizarre subjects
- D** **DELIGHTFUL**
Movies, music, sports
- S** **SEASONED**
Grown-up stuff, school of life
- K** **KNOWLEDGE**
Science, nature, history, geography

HURRY UP & WIN CARDS

When your team lands on the final space of the board, you'll need to correctly answer the question on this card to win!

THE BOARD

Flip open the cover of the box, and **BOOM**, you have your board. Each space on the board represents a different card **Category**.



SHALL WE BEGIN?

- Get yourselves together into **2 to 4 teams** of 1 to 4 players each.
Each team selects a **Playing Piece**. You might notice that there are none included in the box. Find one that best represents your team and use it!
- Place your **Player Piece** on the ticket-shaped **'Classic Start'** space on the board for a **'Classic'** game of approximately 47 mins,

- or on the **'Express Start'** space for a game that lasts around 21 mins. The first turn of each team will begin with a question from any **Category** of their choice. If you succeed at your question, begin advancing your **Player Piece** on the space indicated by the arrow!
- The most ambitious team begins.

HERE'S HOW TO PLAY THIS GAME

Teams take turns in clockwise order, answering one question per turn (even if they get it right).

• IF YOU ARE ON A CATEGORY SPACE



a player from the team to your left draws a card from the **top** of that deck and reads the **Subject** (written at the top of the card) out loud.

At this point, your team has a quick chat to determine how well you think you know this subject, on a scale of **1 to 10**. Once you come to a consensus (quickly, please), say this number aloud, for all to hear, without shouting.

The player holding the card now reads, out loud, the question associated with that number on the card, while deftly concealing the answers on the back of the card to prevent accidental cheating.

Your team has around 31 seconds to give one single answer.

- If your team answers **correctly**, advance your **Player Piece** the same number of spaces as the number of the question you answered.
- If your team answers **incorrectly**, nothing bad happens.

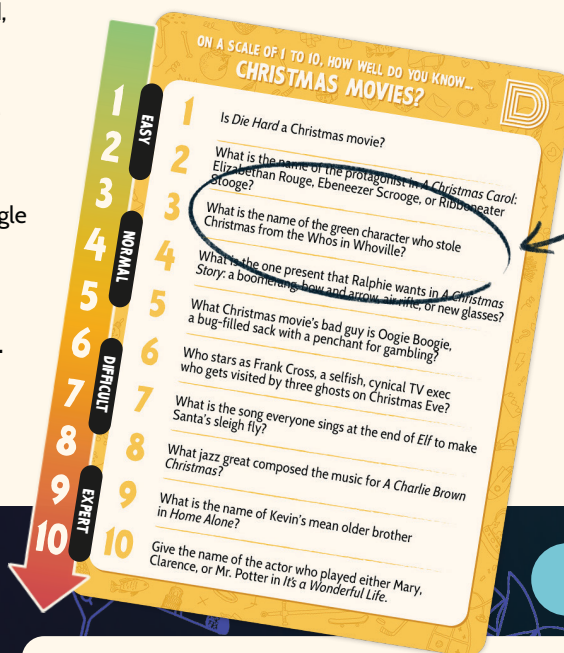
Either way, your turn ends.

• IF YOU ARE ON A CHALLENGE SPACE

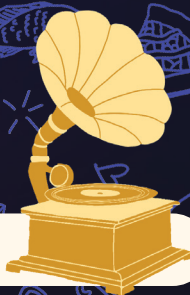


a player in the team to your left takes the top card of the **Challenge** deck, and reads the **title** of the card, the card's **instructions**, and the **question(s)**.

WARNING: Although you are encouraged to discuss possible answers with your team, the use of smartphones, yodeling, and morse code are forbidden. Only spirit-summoning is accepted.



CREDITS



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EXAMPLE TIME



The 'pawn' team is on the **'Delightful'** space. Their **Category** is 'Christmas Movies'. They think their knowledge of this category is around a **3 out of 10** (they're more the Halloween type). They answer **correctly**, and therefore advance their **Player Piece 3 spaces**, and will answer a **'Curious'** question on their next turn.

If they'd got the answer **wrong**, they'd stay on the same space and answer another **'Delightful'** question on their next turn.

That's just the way it goes, sometimes.

HOW IT ALL ENDS



If you find yourself on the final space at the beginning of your turn, you have to answer a **Hurry Up and Win** question.

→ If you answer **incorrectly**, you stay where you are, and try again with a new card on your next turn.

→ If you answer **correctly**, you are the **CHAMPIONS OF THE GAME!**

The winning team can then give a speech detailing their glorious victory, or they can go and take a nap. It's their choice; they won.



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