

# How to Play



For 2 to 6 players or teams.



The game includes 1 dice and 6 pawns.



Put your pawns at the Start.



Player 1 rolls the dice and moves by the number shown. Player 2 goes next, and so on.



If you finish your turn on a Mystery Spot, draw a Mystery Card! You can only get Mystery Cards when moving **forward**.



You can use the Mystery Card now or save it for later, but you can only have **one Mystery Card at a time** and you can only use it on your **own turn**.



**STOP** at the stop signs, even if you're not done moving.



At stop signs, choose either an Easy exercise or a Hard one.



You'll be shown a flashcard with English questions. You have **1 MINUTE** to answer!



If you get it right, finish moving the extra spaces from your roll or Mystery Card.



For Easy questions, take the long path (**blue**). For Hard ones, take the shortcut (**green**).



If you get a question wrong or take more than 1 minute, move one space back.



If this happens, other teams can answer the question! If they get it right, they move one space forward.



The first to make it to "The End" is the winner!