THE GOTTA BE MERAGE



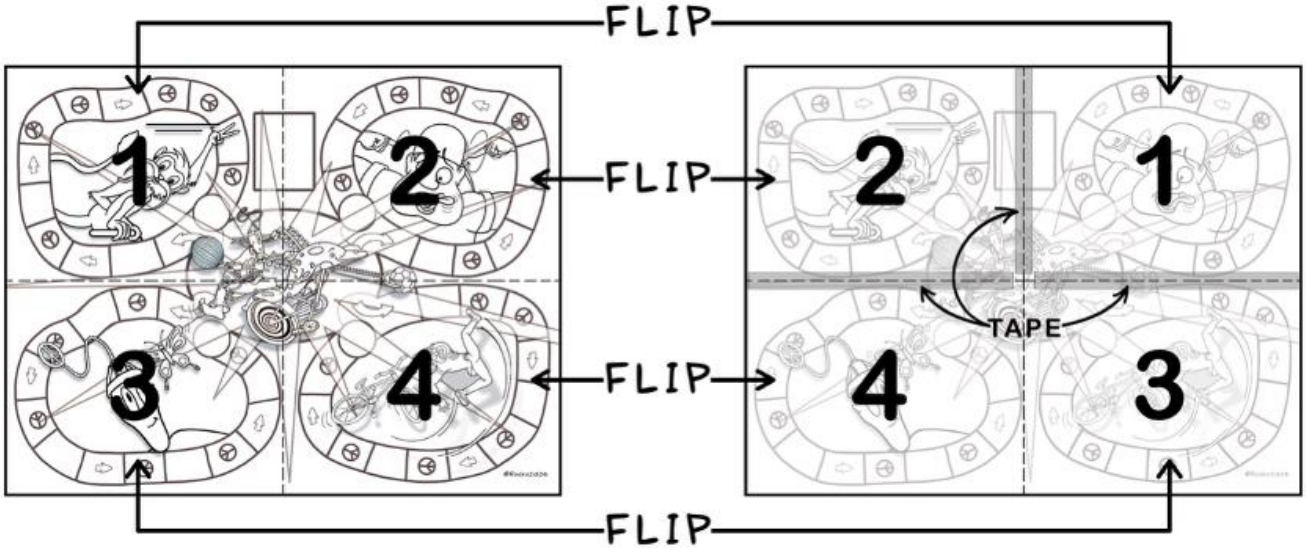
Hello, My
Awesome New Freind!

This is how you make your one of a kind gameboard!

Prep & Play

Step 1- Have fun coloring in your game board!

Step 2: Taping your gameboard– This is very tricky so be extra careful. You do not want the tape to ruin your coloring and sometimes tape will not stick to your coloring. So, you are going to ztape your gameboard together on the back. Put the 4 pieces of your game board together upside-down. Be sure that each piece is in the right place. Only tape 3 of the seams where the pieces meet. This is so that it will be easier to fold.





How to Play

Hi! Welcome to your very own version of the boardgame

The Gotta be Me Race

**Congratulations on your one of a kind,
creative masterpiece!**

Getting Ready:

- Find a nice flat surface, unfold your gameboard and place it the middle of you and the other players.
- Neatly place the question cards in their space on the gameboard. (During play, return each card to the bottom of the pile as you go.)
- There are 8 caps and 16 colored beads. Put all of the same color beads in the same color cap; these are the Bead Bowls. You should have 4 Bead Bowls and 4 empty caps.
- Place the Bead Bowls in the circles on each of the 4 paths on the gameboard.
- There should be 4 caps left. Everyone player chooses a colored cap to be their game piece.
- Place your cap on the arrow next to the same color Bead Bowl on the board. This is your starting position.

How to Play:

- **To decide who goes first, each player roles the die. Highest score goes first and then go clockwise around the gameboard.**
- **When it is your turn, role the die to see how many spaces you will move. Follow the direction of the arrow of the path you are on to move your cap.**
- **If you land on a peace sign you get a question card. An adult or one of the other players reads your question so that you can't see the answer. (For more detailed answers, refer to the Question and Answer Discussion Guide.)**
- **If you get the question correct you get to move the number of spaces that the card says. If you get the question wrong, you stay where you are. Either way, your turn is over, and the next person goes.**
- **You only get 1 question or activity per turn.**
- **When moving your cap, if you land on the same space as another player, you jump them and go to the next space.**
- **When you get to the end of the path you put one of the beads from that Bead Bowl in your cap. Weather you role exactly the right number of spaces to land on the Bead Bowl or more, you get the bead. But, either way, you have to wait in the middle of the gameboard until your next turn. So, if you role more than enough spaces to reach the cap, you don't get to use the extra spaces to start your next path. You have to wait until your next turn and role the die.**
- **On your next turn, choose which path you would like to go on next and then role the die to move along the path.**
- **Repeat this for each of the 4 paths.**
- **After you collect all 4 colored beads you get a question card. If you get the question correct you win! If you get it wrong you have to wait until your next turn to try again.**
- **The first player to collect all 4 beads and answer a question correctly is the *WINNER! YAAA!!!***