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AIM OF THE GAME

Be the first player to collect six Wedge cards, one of each colour.

CONTENT:

55 Question cards, 54 Play cards, and 1 Category Reference card

GET READY!

- Place the Question cards in a pile, question side up.
- Place the Buzz card where everyone can reach it.
- The rest of the cards are the Play cards. Shuffle them and deal five to each player. You can look at your cards, but don't show them to anyone else.
- Place the remaining Play cards in a Draw pile on the table. Leave room for a Discard pile.

5 cards each



Question cards

Buzz card

Discard Pile

Draw Pile



HOW TO PLAY

The player to the left of the dealer goes first.

On Your Turn

- Draw one card from the Draw pile.
- Play one card from your hand.
- **To play a coloured Wedge card**, place the card face up in front of you. The player on your right draws the top Question card and reads the question matching the category of your Wedge. If you answer correctly, keep the Wedge in front of you on the table. If you do not answer correctly, discard the Wedge.

Hint: You might place the Wedge card sideways or upside down while answering the question to keep track of what you're trying for and what you've already earned.

- **To play a Wild Wedge card**, answer a question from the category of your choice. If you answer correctly, keep the Wild Wedge in front of you. If you do not answer correctly, discard it. **Note:** You can use a Wild Wedge card as any Wedge you need at any time. For example, you might answer an Entertainment question but choose to use the card as your History Wedge.
- **To play a Steal card**, simply steal a Wedge from in front of any player and place it in front of you. No need to answer any questions!
- For a **Double Steal**, you can steal two Wedges – two from one player, or one from each of two players. Discard the Steal or Double Steal after you play it.

Note: A Wild Wedge cannot be stolen!

- **You can play a Block card** to block a Steal or Double Steal card if one is played against you. When this happens, both the Block and the Steal/Double Steal cards are discarded. Draw a new card after you play a Block.
- **The Buzz card** could be used against you by another player if that player thinks they know the answer to your question. They must grab the Buzz card before you can answer. If you answer your question incorrectly, they can have a go. If they are correct, they take the Wedge card. If their answer is wrong, you take one of their earned Wedges (if they have any).

Note: The player reading the question can also buzz – after reading the question and before looking at the answer.

- Now it's the next player's turn.

THE WINNER!

The first player to collect six Wedge cards (one of each colour) wins.

For a quicker game, collect any four Wedges, regardless of colour.

THE CARDS

Quick Reference

Wedge cards:

6 Categories:

Art & Literature, Entertainment, Geography, History, Science & Nature and Sports & Leisure.



Wild Wedge card:

Counts as any Wedge – and can be answered as one category and used as another. Cannot be stolen.

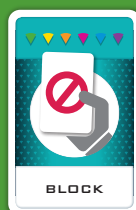
Steal card:

Used to steal another player's Wedge.



Block card:

Blocks a Steal or Double Steal.



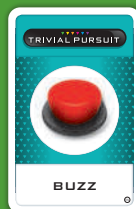
Double Steal card:

Used to steal two Wedges – either two from one player or one from each of two players.



Buzz card:

Gives the first player to grab it a chance to answer if the player answering the question gets it wrong.



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