



Elephants or Ants

The fastest, highest, smallest, loudest, greatest & silliest trivia game ever!

Contents:
Game Rules
Game Board
1 Number Die
4 Playing Figures
4 Figure Stands
300 Trivia Cards
6 Category Boxes

Great for
Team Play!

Game Rules

For 2-4 Players or Teams Ages 8-88

Object of the Game:

To be the first player (or team) to collect 1 trivia card from each of the 6 categories and move his/her playing figure to the center of the game board.

Before You Begin:

Place the game board in the center of the table. Each player chooses a playing figure and places it in the center of the game board.
Place the 6 category boxes of trivia cards next to the game board where everyone can reach them.

Playing the Game:

The youngest player begins. On your turn, roll the die and move your game figure the number of spaces rolled. The color of the space you land on will identify the category. Select the first card from this category box and read the question aloud. For instance, you land on orange, which is the color for the Fun & Games category. You select the first question from the Fun & Games box which reads, "Which is faster? A sneeze or a Nolan Ryan pitch?" You now try to guess correctly – for instance you think the answer is a sneeze. You now turn the card over and read the answer: you are correct! The fastest sneeze ever recorded was 102 mph. Nolan Ryan's fastest pitch was clocked at 100.3 mph. Though not as fast, it's nothing to sneeze at!

Challenging an Answer:

You cannot challenge another player until you have collected at least one trivia card. To challenge: if on a player's turn, he/she answers a trivia question and you think this answer is wrong, you may challenge. Simply shout out "challenge!" The answer is then read - if your challenge is successful - the answer the player chose is wrong - then you get to keep the trivia card. However, if you are wrong, and the player chose the correct answer, you must surrender a trivia card to the player you challenged (who, in fact, wins 2 cards on this turn) Issue your challenges carefully. They can enable you to win a card you need, but if your challenge is not successful, you will lose a card you previously had earned.

Winning the Game:

Once you have collected 1 each of the 6 category cards, you must land on the center square.
If you are the first to reach there with your 6 cards you win!

The Center Square

The game begins and ends on the "Elephants or Ants" space in the center of the game board. At the beginning of the game you roll the die and begin your turn by moving your game figure from this space to any of the adjacent color spaces. When you return to this space at the end of the game, you can reach it by moving your game figure to this space from any of the adjacent color spaces. To end the game you must reach this space on an exact roll of the die.

Playing with Teams:

Team play follows the same rules, above, except that team members can discuss questions and decide on the answer by consensus before answering. This version of play is a great way for families to play – divide family members so there are both young and older players on each team.
If you find a question to be particularly difficult, perhaps a member of your team will feel more comfortable answering it!

Variation of Play:

For a longer game, players collect 2 of each of the 6 category cards to win.



The trivia questions in this game were written to entertain and educate players.
They were checked closely for accuracy and are updated to keep current. We apologize for any unintended errors.