Dumb Ass Rules

Object of the game
The winner of Dumb Ass is the first player to land their playing token on "End", on the Dumb Ass's butt.

Start of play
Each player chooses a numbered Dumb Ass playing token and places it on the starting square.
Each player then collects an A, B, C and D answer token. (Players will need the answer tokens for the *How*, *When* and *Which* question categories).
Players then decide who will ask the first question and start the game.
That player then rolls the category die, (coloured die). The colour rolled represents the category from which the question is to be asked.
Orange - How; **Green** - When;
Blue - Which; **Red** - Who/What/Where
The question reader then starts the game and reads out the first question for all the other players to try and answer.

Asking the questions:-
***Which*, *How* and *When* categories:**
After the question has been read out, players decide if the correct answer is A, B, C, or D.
Players then place their selected answer token face down on the table, making sure that no other player can see it.
The question reader then discloses the correct answer.
All players then reveal their answers. The players who selected the correct answer roll the numbered die and move their playing token according to the number rolled.
If no player answers correctly, then the question reader wins the round, rolls the numbered die and moves their playing token according to the number rolled.

Asking the questions:-
***Who* / *What* / *Where* category**
As this question is being read out, any player can yell out an answer at any time, and after any clue, but they can only answer once! If the answer given by a player is incorrect, then they are out of that round and cannot try and answer the question again. If more than one player yells out an incorrect answer at the same time, then all of those players are out of the round. The first player who answers the question correctly wins the round, rolls the numbered die and moves their playing token according to the number rolled.
If no one answers the question correctly after the last clue is given, then the question reader wins the round, rolls the numbered die and moves their playing token according to the number rolled.
When reading out the question, a good pause should be given between each clue. The amount of time given for players to answer the question after the last clue is read should be determined before the game starts.

Tie Breakers
With the *Who* / *What* / *Where* question category, honesty by players is needed in determining who gets the correct answer out first. In the event that more than one player answers the question correctly simultaneously, the decision as to who answered the question first is adjudicated by the question reader. However, if it is an exact tie and players cannot be separated, then the question reader asks another question from the same category for the tied players only! The first player who answers the tie breaker question correctly wins the round and rolls the numbered die.
If none of the tied players answer the question correctly, then the question reader wins the round and rolls the numbered die.
If there are only two players in the game tie breakers aren't required.

Continuation of play
At the end of each question, play moves clockwise, with the next player becoming the question reader. That player then rolls the category die and asks the next question. Every player is *in* at the start of each round. This process continues until the game has been won and the *Dumb Ass* is declared.

Smart Ass Square
This is a penalty square. If a player rolls the numbered die and lands on the "Smart Ass" square, that player is deemed to be a real "Smart Ass" and must go back to the starting square on the board and start again!

Rest Your Ass Square
You're halfway there...but you need a rest. Players landing on this square sit out the next question round and are silenced from answering or asking.... in other words, they lose a turn. They can rejoin play once the question round has ended. If it was their turn to ask a question, then play moves to the next person and that player becomes the question reader. If only two players are playing Dumb Ass and one player lands on the "Rest your Ass" square, they do not lose a turn...instead, the other player gets a free roll of the numbered die and moves their playing token according to the number rolled. The game then continues as normal.

Dumb Ass Square
This is a bonus square. If a player rolls the numbered die and lands on the "Dumb Ass" square, that player is deemed to be a real "Dumb Ass" and needs assistance. Players who land on this square move their playing token forward two spaces.

Winning the game
Players must roll the correct number to land on the Dumb Ass's butt to be declared the winner.
At the end of a question round and after all players have rolled the numbered die, if more than one person has landed onto the Dumb Ass's butt a tie breaker question is required from the *Who/ What/ Where* category.
The first tied player to jump in with the correct answer is declared the "Dumb Ass" and wins the game!