



The more you know, the higher you'll climb



Contents

- 1 game board
- 600 question cards (100 cards per category)
- 36 game pieces (6 per colour)
- 25 Speed tokens
- 1 dice

Object of the game

Players move their game pieces up the steps of the pyramid by answering trivia questions. The higher they go, the more points they score. The player with the highest score at the end wins the game.

Getting started

Each player takes 6 coloured game pieces (1 for each category) and 3 Speed tokens, and arranges them on their side of the pyramid. Each game piece should be placed with the black dot facing down. Players decide who goes first (one suggestion: start with the player who most recently celebrated a birthday), then turns move clockwise around the board.



Playing the game

The first player chooses a category and a level of difficulty (either Easy or Hard). The person to the player's left draws a card for that category and reads out the appropriate question. If the player answers correctly, they move the matching game piece 1 step (for an Easy question) or 2 steps (for a Hard question) up their side of the pyramid, and their turn ends. If they answer incorrectly, their turn ends without moving.

Multiple-choice questions

Some Hard questions offer 3 possible answers. Before the options are read out, however, the player can choose to answer the question directly. If they answer correctly without help, they move their game piece up 3 steps. If they ask to hear the 3 options and answer correctly, they move up 2 steps. (The correct answer is highlighted in bold on the card.) If they answer incorrectly, their piece remains where it is.

EASY The world's largest rainforest can be found in the basin of what river? The Amazon River	EASY In relation to knowing where you are, what does GPS stand for? Global Positioning System
HARD How many legs do prawns, lobsters and crabs have? Ten They all belong to the Order Decapoda, which means 'ten-footed'.	HARD What is the only surviving pre-Indo European language? a) Basque b) Finnish c) Occitan

Additional information about the answer that the player does not need to know!

The correct answer for multiple choice questions appears in bold print.

Moving up the pyramid

Pieces can only be moved to a free space. If all spaces on a step are occupied, the piece moves up to the next step that has a free space.



The illustration above shows how it works. You have correctly answered a Hard Nature & Geography question and can move your green piece to step 3. However, all the spaces on step 3 are occupied, so you must keep moving up.

Because all the spaces on steps 4 and 5 are also occupied, the green piece jumps to step 6. It must be placed on the right because the left-hand space is a Special Event space (see explanation of these spaces on the next page). Occupying all the spaces on a step can help you move quickly up the pyramid!

Reaching the top

When a game piece reaches the top of the pyramid, each player turns their piece for this category upside down (with the black dot facing upwards), regardless of how far up the pyramid it is. They remain where they are and no more questions can be picked for this category.

Special Event spaces

Special Event spaces can be occupied only when no other spaces on the same step are free. There are four types of Special Event spaces:



All Play: A player who lands on an All Play space reads a Hard question from the category matching their game piece. The first player to call out the correct answer moves their piece for that category up 1 step. If a player answers incorrectly, they may no longer try to answer, though the question is still open to the other players. If someone answers correctly, the player asking the question can also move their piece up 1 step. If no one answers correctly, the turn ends.



Speed: A player who lands on this space takes a Speed token from the general supply. If there are no tokens in the general supply, the player can take one token from the player of their choice.



Attack: A player who lands here can move a piece belonging to another player 1 step down. If all the spaces on the next step down are occupied, a different piece must be moved.



Keep Going: After landing here, a player immediately starts a second turn. They must play the same category, but can choose either an Easy or Hard question.



Speed tokens

After their question has been read out, but before it is answered, a player can turn in a Speed token and roll the Speed dice for one of the following options:



The player asks an opponent (excluding the person who read the question) to answer. If the second player answers correctly, the player whose turn it is moves up the appropriate number of spaces. If the answer is wrong, the second player must move their piece for that category backwards. The active player remains where they were.



The player answers the question. If they get it wrong, they can try to answer another question in the same category and at same level of difficulty.



The player moves the designated number of steps without answering the question. Multiple-choice questions count for 2 spaces whether or not the three possible answers have been read out.



The player's turn ends without answering the question and without moving. The question card is returned to the deck.

Note: If a player lands on a Special Event space as a result of instructions from an All Play, Attack or Keep Going space, or from playing a Speed token, that Special Event space has no effect.

Winning the game

The game ends when five game pieces, regardless of who they belong to, have reached the top of the pyramid. Players add up their scores according to the positions of their pieces—each step shows a number, from 1 to 10. For each piece that hasn't moved onto the pyramid, 3 points are deducted from the total score. The player with the highest score wins the game.

Fast play

Depending on the number of players and their trivia knowledge, *Race to the Top™* can take two or more hours to play. If you don't have that much time, here are some suggestions to speed things up:

- Limit the number of steps. For instance, when a player reaches step 6, all the pieces in that category are turned over and remain where they are for the rest of the game. Since players can race up 6 steps quickly, players who haven't moved any pieces onto the board at the end of play should not be penalised 3 points.
- Increase the value of questions. In this version, Easy questions are worth 2 points, Hard questions are worth 3 points and anyone who answers a multiple-choice question correctly without hearing the three options earns 4 points.
- Divide all the Speed tokens evenly among the players. For instance, if there are 5 players, they get 5 tokens each.
- Set a time limit. When time is up play stops and the points are added up. Be sure to complete the final turn around the board so that everyone has had an equal number of turns.

RACE TO THE TOP™

Game Developer Hartmut Kommerell
Project Editor Peter Dockrill
Designer and Illustrator Kristina Giannikos
Question Writers Robert Pryor, Peter Dockrill, Dr Birgit Gläser
Translator Christiane Myers
Proofreader Susan McCreery
Production Manager, General Books Susan Maffucci

READER'S DIGEST GENERAL BOOKS

Editorial Director Lynn Lewis
Art Director Carole Orbell
Managing Editor Rosemary McDonald

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