

Smart Ass Rules

Object of the game

The winner of Smart Ass is the first player who lands on "The End" on the Smart Ass's butt.

Start of play

Each player selects a numbered Smart Ass playing token and places it on the starting square.

Players then decide who asks the first question to start the game.

The starting player then rolls the category (coloured) die.

The colour rolled is the category from which the question is to be asked.

(**Orange** - Who am I; **Green** - Where am I; **Blue** - What am I; **Red** - Hard Ass).

Asking the questions

As the question is being asked, every 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 those players are out of the round.

The first player to answer 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 player who asked the question wins the round, rolls the numbered die and moves their playing token according to the number rolled. (When asking a question, a good pause should be given between each clue. The amount of time given to players to answer the question after the last clue is read out, should be determined before the game starts.)

Tie Breakers

Honesty by players is needed in determining who gets the correct answer out first.

If more than one player answers correctly at the same time, then the decision as to who answered the question first is adjudicated by the person who asked the question. However, if it is an exact tie and players can't be separated, then the person who asked the question asks another question for the tied players only! The tie breaker question is to be asked from the "Hard Ass" category.

The first player to answer the tie breaker question correctly wins the round and rolls the numbered die.

If none of the tied players answers the question correctly, then the person who asked the question wins the round and rolls the numbered die.

Continuation of play

At the end of each round, play moves clockwise with the next player asking the next question. Every player is in at the start of each round. This process continues until the game has been won and the Smart Ass is declared.

Dumb Ass Square

This is a penalty square. If a player rolls the numbered die and lands on a "Dumb Ass" square, that player is silenced from answering or asking the next question. In other words, they sit out the next round. If it was their turn to ask a question, then the play moves to the next person.

(If only two players are playing and one player lands on the "Dumb Ass" square, then the other player gets a free roll of the numbered die and moves up the board. Then the game continues as normal.)

Hard Ass Square

This is a bonus question square. If a player lands on this square after rolling the numbered die, then that player gets asked a bonus question from the "Hard Ass" category. Only that player can try and answer it! (The player who asked the question in that round asks the bonus question as well).

If the player answers the question correctly, then the player gets another roll of the die for a bonus move. If the player answers incorrectly, then play resumes with every player back in the game for the next question.

(If the player answers the bonus question incorrectly, the player who asked the question does not roll the numbered die on this occasion.)

Kick Ass Square

If a player lands on a "Kick Ass" square, they must move their token back three spaces.

Winning the game

The first player to land on the target on the Smart Ass's butt is declared the winner.

A exact number is not required - the player just needs to roll enough spaces to reach "The End"