

Kids Rule!™

Instructions

THE STORY

Kids Rule starts a new genre in game developing and game playing. This game is the result of a cooperative effort between University Games, teachers, parents and children. The questions were written by parents. The answers were selected entirely by 8-14 year-old children at The San Francisco School in San Francisco, California. The innovative aspect (and fun element) of Kids Rule is that it combines developmental role-playing with fun “parenting” questions. This type of play encourages players to put themselves in the role of a parent and grapple with conflicts that kids and parents have daily.

Look for more San Francisco School labeled games as we continue to develop this cooperative game system.

FOR PARENTS

Kids Rule is designed as a starting point for you and your children to discuss and explore the myriad of issues that they face as children grow-up and travel from child to adult. You won't like all the answers since kids chose them, not parents-but keep a sense of humor and enjoy a peek at how kids would raise children if we only gave them a chance.

CONTENTS

- 216 Kids Rule! Question Cards
- Game Board
- 4 Playing Pieces
- Instructions

OBJECT

The first player to successfully reach the Family Room by answering questions based on parenting issues wins the game.

SET-UP

Remove shrink-wrap from Kids Rule question cards, shuffle the two card decks together and place in the Kids Rule! Card space on the game board.

HOW TO MOVE

- **Numbers:** Each Kids Rule question card has a number printed in the upper right hand corner (1, 2, or 3), these numbers represent the number of spaces the player moves if he/she picks the most popular answer to the question.
- **Action spaces:** Players landing on spaces mentioning a room in the house must move immediately to that room, then wait until their next turn before answering another Kids Rule question.
- Room spaces on the game board (Girl's Room, Guest Room, Boy's Room, Parent's Room, Kitchen, Garage, Laundry Room, and Bathroom) are considered as one space.
- Players may move along the game board in any direction, but only in one direction on each turn.
- Players must move the number of spaces indicated on the card, if he/she gets the correct answer. He/she cannot avoid moving. If he/she answers the question incorrectly, the player does not move and his/her turn is over.

PLAY THE GAME

- Each player picks a colored playing piece and places his/her playing piece on the appropriate corner room (Girl's Room, Guest Room, Boy's Room, and Parent's Room). For example, if you are the host and a girl you can start in the Girl's Room. If you are a guest and a boy, you can start in either the Boy's Room or the Guest Room.
- One or more players can start in the same room.
- The youngest player goes first (Player 1). The player to the right of Player 1 is the Reader (Player 2). Game play moves counter-clockwise.
- The Reader picks up a question card and reads the question and three multiple-choice answers. Remember, the Reader only reads the question and answers to Player 1, not the number of spaces he/she will move if the question is correctly answered.
- If Player 1 chooses the most popular answer, the Reader tells the player the number of spaces he/she can move. Player 1 moves the number of spaces and his/her turn is over and game play moves counter-clockwise. The Reader discards the used card to the side of the game board and starts a card pile.
- If Player 1 does not choose the most popular answer to the question, he/she does not move and his/her turn is over. The Reader discards the used card to the side of the game board and starts a card pile.

- The Reader in the first round becomes the person to answer the question in the next round and the player to the Reader's right becomes the new Reader.
- If a player lands on space on the game board that sends him/her to another room or tells them to move forward or backward or lose a turn, that player follows the direction of the space and then his/her turn is over.

WINNING THE GAME

The first player to reach the Family Room wins the game.