

SPORTS CHALLENGE FOR KIDS™

RULES

OBJECT

To race around the track and be the first player to reach Finish. Players advance by winning sporting events and correctly answering questions.

CONTENTS

- Soccer Goal and Ball
- 20 Tennis Cards
- 4 Playing Pieces
- Basketball Net and Ball
- 180 Question Cards
- Game Board
- Instructions

SET UP

1. Slide the prongs on the bottom of the basketball backboard into the holes at the basketball (blacktop) end of the game board.
2. Slide the prongs on the bottom of the soccer goal into the holes at the soccer (grass) end of the game board.
3. Remove the 20 tennis cards from the deck. Each tennis card has a large tennis ball on its back. Sort the cards into two sets so that each set contains 10 cards with the same color tennis ball. Each set will have 1 Serve/Return Forehand, 1 Serve/Return Backhand, 4 Rally Forehands and 4 Rally Backhands.
4. Choose whether to play the blue side or the green side of the cards, and the top questions or the bottom questions. There is no difference in difficulty.
5. Each player chooses a playing piece and places it behind the starting line.

PLAYING THE GAME

1. The younger player goes first (Player 1).
2. To start, Player 1 chooses a sport to play. Complete rules for the sports are on the next page.
3. If Player 1 wins the sport that s/he chose, then s/he moves his/her playing piece ahead (see the rules for the sports for how far to move). After s/he moves, s/he follows the instructions on the space that his/her piece now occupies. There are four types of spaces on the board:

Pick A Card Spaces: The player on Player 1's left picks the top card and reads the category and the question aloud (see Categories, on the back page). If Player 1 answers correctly, then s/he moves ahead 2 spaces.

Sports Spaces: Player 1 plays the sport shown on the space.

Choice Spaces: Player 1 chooses whether to answer a question or play the sport shown on the space.

Movement Spaces: Player 1 moves according to the instructions on the space. After moving, Player 1 follows the instructions on the space that his/her piece now occupies. On the “Foul” space near Start, Player 1 chooses another player to move ahead.

After following these instructions, Player 1’s turn is over. If s/he had already moved on this turn as a result of answering a question correctly or winning a sport, then s/he does not follow the instructions on the space that his/her piece now occupies.

4. If Player 1 loses at soccer or tennis, then the player that s/he played against moves ahead. If this player ends up on a Movement Space, then s/he follows the instructions. After that, Player 1’s turn is over. Except for Movement Spaces, the player that beat Player 1 does not follow the instructions on the space that his/her piece now occupies.
5. Play passes to Player 1’s left. This player chooses a sport and play continues.
6. When players start a turn on a Sports Space, they must play the sport on that space. When players start a turn on a Choice Space, they choose whether to play the sport on that space or answer a question. When players start a turn on any other space, they choose a sport to play.

WINNING THE GAME

The first player to cross the finish line wins the game.

RULES FOR SPORTS

Playing Basketball Objective: To shoot a hoop.

1. To play basketball, a player tries to shoot (toss) the basketball into the basket.
2. The player chooses whether to shoot from behind the basketball foul line or from behind the bench.
3. If a player makes a basket, then s/he moves ahead.

Scores From Behind: Moves Ahead:

Basketball Foul Line 1 Space

Bench 2 Spaces

4. A player who misses does not move ahead. His/her turn is over.

Playing Soccer Objective: To score a goal.

1. The player who chose soccer (the striker) picks any other player (the goalie) to play against.
2. The goalie places two fingers vertically in front of the goal, so that the fingertips from these fingers rest on the game board.
3. Goalies may not move their fingers once they have placed them on the board (i.e., goalies may not move to stop a shot).

4. The striker chooses whether to shoot from behind the bench or from behind the basketball foul line.
5. The striker tries to flick the soccer ball into the goal with one of his/her fingers.
6. If the striker scores a goal, then s/he moves ahead.

<u>Scores From Behind:</u>	<u>Striker Moves Ahead:</u>
Bench	1 Space
Basketball Foul Line	2 Spaces

7. If the striker misses, then the goalie moves ahead.

<u>Misses From Behind:</u>	<u>Goalie Moves Ahead:</u>
Bench	2 Spaces
Basketball Foul Line	1 Space

Playing Tennis Objective: To win a point.

1. The player who chose tennis (the server) picks any other player (the opponent) to play against for this point. Each player takes one complete set of 10 tennis cards.

The Serve

1. The server goes first, by picking one of his/her two Serve/Return cards and placing it face down on the table. The opponent chooses one of his/her Serve/Return cards and places it face down on the table. The server's card indicates where s/he is serving the ball; the opponent's card indicates where s/he is expecting the ball to be served.
2. At the same time, each player flips over the card that s/he chose.
3. If the cards do not match (for example, the server plays a Forehand Card and the opponent plays a Backhand Card), then the server has hit a good serve. S/he leaves his/her card face up and the opponent discards his/her card.
4. If the cards match (for example, the server plays a Forehand Card and the opponent plays a Forehand Card), then the opponent has hit a good return. The server discards his/her card and the opponent leaves his/her card face up.

The Rally

1. Each player then chooses a Rally Card from his/her set and places it face down on the table.
2. At the same time, each player flips over the card that s/he chose.
3. If the cards are different, then the player with the face up card wins the point and moves ahead 2 spaces on the board.
4. If the cards match, then the player with the face up card discards his/her face up card and the card that s/he just played. The other player leaves the card that s/he just played face up, and s/he becomes the player with the face up card. Play continues.
5. The first player to earn two face up cards in a row wins the point and moves ahead 2 spaces on the board.

6. If players use up all of their cards, then they pick up the cards that they discarded and play continues.
7. Players may only use a Serve/Return Card as the first card that they play during a point.

Example:

Player 1 plays his/her Forehand Serve Card
 Player 2 plays his/her Backhand Return Card

Result:

Player 1 leaves his/her card face up
 Player 2 discards his/her card

(Player 1 has the face up card)
 Player 1 plays a Forehand Rally Card
 Player 2 plays a Forehand Rally Card

Result:

Player 1 discards both his/her cards
 Player 2 leaves his/her card face up

(Player 2 has the face up card)
 Player 2 plays a Backhand Rally Card
 Player 1 plays a Forehand Rally Card

Result:

Player 2 wins the point and moves ahead 2 spaces on the board

MOVEMENT SUMMARY

SPACE	ACTION	MOVEMENT
Basketball	A score from behind the basketball foul line	1 space
	A score from behind the bench	2 spaces
Soccer	A score from behind the bench	1 space
	A score from behind the basketball foul line	2 spaces
	A miss from behind the bench, the goalie moves	2 spaces
	A miss from behind the foul line, the goalie moves	1 space
Tennis	The winner moves	2 spaces
Pick A Card	Correct answer moves	2 spaces

CATEGORIES

The Sports Challenge for Kids™ Game has seven types of questions:

Rhyme Time Players listen to a clue, then announce a two-word answer that rhymes.

Really?	Players listen to a statement, then announce whether they think it is true or false.
Odd or Even	Players listen to a clue that leads them to a number, then announce whether they think the number is an odd number or an even number.
Big Time	Players listen to a series of options, then announce which option they think is the largest (physically).
Score More	Players listen to a series of options, then announce which option is the largest number. Note that the largest number may not always be the “best” number (for example, the number of strokes for a bogey in golf may be larger than the number of strokes for a birdie, even though a birdie is better).
Who/What am I?	Players listen to three clues, then announce who or what the mystery topic is.
Sports Shorts	Players listen to a sports question, then announce the answer.