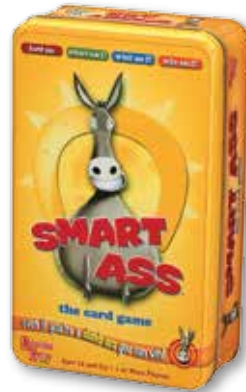


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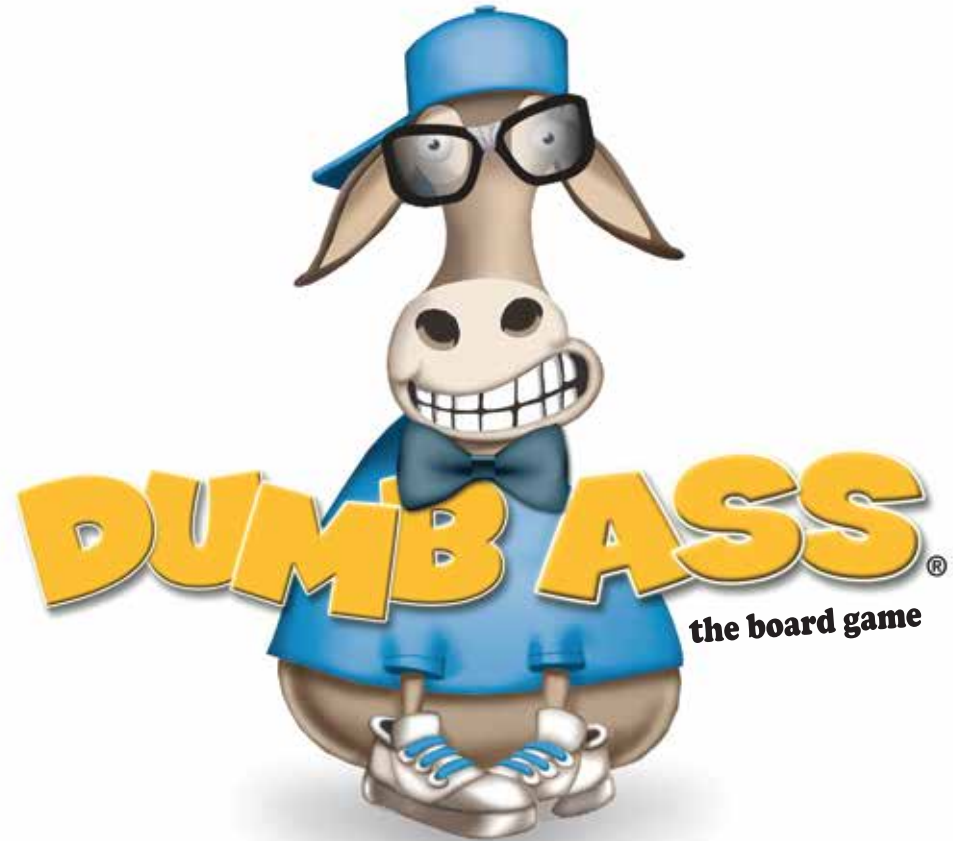
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Ages 14 and Up
2-6 Players



Instructions

Contents

- Game Board
- 400 Question Cards
- 6 Playing Pieces and Stands
- 24 Letter Tokens
- 1 Die

Object of the Game

To be the first player to reach *The End* on the game board.

Setup

- Each player takes a set of four (4) Letter Tokens, A, B, C and D.
- Each player picks a game piece and places it in a plastic stand on the *Start* space.
- There are 4 categories of questions: **Who**, **What**, **Where** and **Smart Ass**. Place each deck of cards in its designated space in each corner of the board before starting the game.

Answering the questions

There are 4 categories of cards, **Who**, **What**, **Where** and **Smart Ass**. Each card has a short clue, followed by four multiple choice answers. For the **Who**, **What** and **Where** cards, players try to pick the Dumb Ass answer from the four possible answers – or the answer that does not belong. For the **Smart Ass** cards, players are supposed to pick the Smart Ass answer from the four possible answers – or the one correct answer based on the clue.

Reading the cards and moving spaces

1. The oldest Dumb Ass player (Player 1) is the first Reader and asks the first question, always a **Who** question to start the game, by pulling the first card from the **Who** deck. The Reader does not answer the question.
2. The Reader reads the card aloud, including the clue and the 4 multiple choice answers.
3. All of the other players (everyone except the Reader) choose an answer by putting their Letter Token face down in front of him/her.

4. Once every player has answered by placing a Letter Token face down on the table the Reader prompts everyone to reveal their answers at the same time.
5. The Reader then reads aloud the correct answer.
 - Any players with the correct answer get to roll the die and move their playing pieces as the die indicates.
 - * Bonus space – the player with the correct answer has the opportunity to move an extra space by correctly identifying the reason for the answer. If more than one player has the correct answer, the first person to correctly shout the reason gets to move the extra space.
 - Any player with the wrong answer is not penalized, but he/she cannot move his/her playing piece.
 - If no one guesses the correct answer, the Reader rolls the die and moves his/her playing piece the number of spaces indicated on the die.
6. Play continues to the left, with the player sitting to the left of Player 1 becoming the next Reader. The category of card read is based on the color of the space that the new Reader's playing piece is on.

Spaces on the Game Board

Dumb Ass space – Sorry! Players who land on a Dumb Ass space must move back 2 spaces.

Rest your Ass space – Penalty space. If a player lands on the Rest your Ass space, he/she loses a turn and cannot participate in the next card. If he/she was to be the Reader for the next turn, play continues to the left skipping the player on Rest your Ass. He/she may continue to play after one card has been read and answered. When it is his/her turn to read, he/she may pick a card from any category.

Winning the Game

The first player to make his/her way around the board and reach *The End* space first is the winner!