



Winning the Game

When a player stretches his/her slime all the way to number 10 on his/her Score Line, that player is ready to perform a Lab Experiment. The first player to correctly complete his/her experiment wins the game.

1. A player whose slime has been stretched all the way to number 10 continues to move around the game board until his/her playing piece lands on or past a Lab Space.
2. The player to the left is this player's Reader. The Reader draws a **Lab Card** and reads the experiment (the *not* bold writing) out loud.

Special Note: if the experiment calls for materials you do not have nearby, the Reader may draw a new card and read a new experiment.

3. The player must perform the experiment and answer the question.

👁️ *If s/he is correct, s/he wins!*

👁️ *If s/he is wrong, s/he must try to land on or pass the next Lab Space for another try.*



How to Play

See our entire line of great games and puzzles at: [AreYouGame.com](http://www.AreYouGame.com)

A special thanks to all who worked on this game: Dan Simon, Phil Murawski, Cherie Matorana, Steve Peek, Rosie Slattery, Lani Stackel, Jenny Brennan, Erin Conley, Suzanne Cracraft, Katie Ranftle, Jeanette Christopher, Mike Jao, and Virginia Tsai. Thanks for getting gross with us!



Components

Game Board	140 Professor Cards
4 Playing Pieces	50 Totally Gross Cards
1 Jar of Totally Gross™ Slime	30 Lab Cards
1 Die	



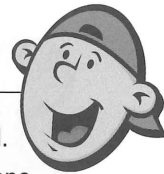
Object

To be the first player to complete a lab experiment after moving the Totally Gross Slime 10 spaces.



The Game Board

1. Playing pieces are moved around the perimeter spaces on the board.
2. The center of the game board has four kids on it. Each player picks one of these kids. In front of each kid is a Score Line. Players move their Totally Gross Slime from 1 to 10 on the Score Line after selecting a kid.
3. The game board also has spots for **Professor Cards** and **Totally Gross Cards**.




Set Up


1. Each player picks a playing piece and a hunk of Totally Gross Slime. Players should roll their slime in their hands, warming the slime up until it's nice and stretchy.
2. Each player puts his/her slime on his/her kid's nose.
3. Each player puts his/her playing piece on the Lab Space at the top of the board; this is the Start space.
4. Set up the cards:
 - a. The game has two card decks. Unwrap both decks and put all of the **Professor Cards** together. Separate the **Totally Gross Cards** from the **Lab Cards**. This will create three different stacks of cards.
 - b. Place the **Professor Cards** and the **Totally Gross Cards** on the board.
 - c. Place the **Lab Cards** near the board. The cards aren't needed until near the end of the game.
5. The youngest player decides whether players will read the top, middle or bottom questions on the **Professor Cards** in this game.




Playing the Game

1. The youngest player goes first by rolling the die and moving ahead the number of spaces indicated.
2. Depending on what space the player lands on, s/he will either answer a question, perform a Gross-Out or lose a turn:

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- Colored Bubble Spaces:** When a player lands on one of these spaces, s/he answers a question.
- a. The person on this player's left is his/her Reader. The Reader picks up a **Professor Card** and reads the question. (Depending on what the youngest player chose at the start of the game, this will either be the top, middle or bottom question.)
 - b. After the Reader asks the question, the player tries to answer it.
 - ☞ *If the player answers correctly*, s/he gets to move his/her Totally Gross Slime forward on the Score Line. The number on the Colored Bubble Space determines how far the player gets to stretch the slime.
 - If s/he is on a 1 space, move 1 space on the Score Line.
 - If s/he is on a 2 space, move 2 spaces on the Score Line.
 - If s/he is on a 3 space, move 3 spaces on the Score Line.
 - ☞ *If the player answers incorrectly*, his/her turn is over.

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- Totally Gross Spaces:** If a player lands on one of these spaces, s/he performs a Gross-Out (which is kind of like a dare).
- a. The player picks up the **Totally Gross Card**. There are two Gross-Outs on the card.
 - ☞ *If the player's last roll of the die was odd*, s/he reads the top Gross-Out to the group.
 - ☞ *If the player's last roll of the die was even*, s/he reads the bottom Gross-Out to the group.
 - b. The player must try to do what the card says.
 - ☞ *If the player tries to perform the Gross Out*, s/he gets to move his/her slime ahead 1 space on the Score Line.
 - ☞ *If the player doesn't try*, his/her turn is over.

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- Lab Spaces:** These spaces are either lose a turn or win the game!
- a. If a player lands on a Lab Space before s/he has stretched his/her slime all the way to 10 on the Score Line, s/he loses a turn.
 - b. If a player lands on or passes a Lab Space after s/he has stretched his/her slime to 10 on the Score Line, s/he might win the game! (See "Winning the Game" on the next page.)

3. When each player's turn is over, play shifts to the left.

