



Patriot Challenge, Inc.
(949) 837-7444
(949) 837-7446 Fax

www.patriotchallenge.com
26861 Trabuco Road
Suite E-73
Mission Viejo, CA 92691

Press Contact: Christine Nelson
PRESIDENT
(949) 837-7444
pr@patriotchallenge.com

HOW TO PLAY THE PATRIOT CHALLENGE® GAME

For 3-6 players ages 10 and up

Objective of the game - Be the first patriot to travel around the board and pass the Year 2000.

Setting up the Board

Set up the game board by placing the red, white, and blue Question Cards separately on the board in each of the three sections of the circle with the flag, eagle and Presidents. Each player selects a token and places it in the corner square with the white star and torch. Answers to all the questions are provided in the Answer Key.

Play starts with the youngest player going first and then progresses clockwise. On his/her turn, the player selects the top card from either the red, white or blue stacks of cards on the board. Each Question Card has a point value based on the level of difficulty:

White cards	2 points	Basic questions
Blue cards	4 points	Challenging questions
Red cards	6 points	Expert questions

The question is read aloud to the other players. During a player's turn, the player to his/her immediate right will serve as the "Monitor," checking the Answer Key to confirm a correct response. Each Question Card is numbered in the top right corner so the player with the Answer Key can easily find the answer to the question asked.

Scoring Points on Question Cards

Players enter the board at stamp #1 near the white star and torch. If a player answers the question correctly, he/she gets to keep that card, and moves his/her token forward one stamp for each point he/she received for that question. If the player answers the question incorrectly, the card is returned to the bottom of the colored stack it came from. If the question is a two or three-part question, the player must give all the correct answers to get the point value. If the player doesn't know the answer, he/she may team up with any other player (except the Monitor) who thinks he or she knows the answer to that question. Players cannot team up after an incorrect answer is given. If the "team" gives the correct answer, then the points for that question are split between the two players and each player moves his or her token forward the number of points received. Play then passes to the next player with the Answer Key moving on to the next "Monitor."

Scoring Points on Bonus Questions

Bonus points can be earned on some of the red, white or blue cards if the player answered the first question on the card correctly. Only the player whose turn it is can answer the Bonus Question. Players cannot split points on a Bonus Question. Answers to the Bonus Questions are found in the Answer Key.

Bonus Questions might pose a question or ask you to:

- Demonstrate something: *Sing the National Anthem.*
- Describe a person, place or event: *Name one significant contribution of George Washington to his country.*
- Explain a concept, give an example, or state your opinion: *Explain what freedom is most important to you and why.*

When the player responds to a Bonus Question, the other players decide how many bonus points to award. If the answer includes an "etc." then the players may accept additional answers for that question. If the answer to a Bonus Question says "Group", it means that there is no right or wrong answer and the group of players must judge the adequacy of the player's answer. The Question Card states the maximum number of bonus points available for that Bonus Question. You can award one or more points up to the maximum point value. Majority rules when awarding bonus points. *Remember that Americans are generous people.*