



### To Win:

Be the first player to reach the center by answering questions about your friends, family or celebrities. Keep choosing the most popular answers to advance to the finish!

## included:

8 Pawns, 1 Die, ? Token, 64 Colored Numbered Voting Cards, 212 iMAGiNiff Question Cards, 52 "Pick-A-Player" Cards, Dry Erase Marker, Eraser, Card Box, Gameboard & Rules

# SETUP:

Using the dry erase marker, write the name of each player in the blank numbered spaces on the outer ring of the gameboard, as shown.



If there are fewer than 8 players, fill the empty spaces with people all the players know. Use family members, mutual friends, co-workers, celebrities, pets... whatever!

\*\*Important: Before you put iMAGiNiff away, use the eraser or a tissue to wipe the names off the gameboard.\*\*

Have everyone choose a Colored Pawn and place it on the 'START' space. Place the ? Token on any name on the outer ring of the game board.



Separate the Colored Numbered Voting Cards from the rest of the deck and give each player the 8 Numbered Voting Cards matching his/her pawn color. Set aside the pawns

and cards of colors not used.

Shuffle the remaining cards and place them in the iMAGiNiff card box.

Decide who goes first by any democratic process. Play moves clockwise.

# PLAYING THE GAME:

On each turn, the Player first looks to see if the next iMAGiNiff card in the card box is an orange backed "iMAGiNiff Question Card" or a blue backed "Pick-A-Player" card. This is important, as the type of card determines how to play each round.



iMAgiNiff Question Card

IMAGININZ.

**Pick-A-Plauer Card** 

### **IMAGINIFF QUESTION CARD**



If this is the next card in the deck, the Player first rolls the die, and then moves the ? Token that number of spaces in either direction around the outer circle of the board. The name it lands on is now the "Subject" of the

current round. The Player then draws the Question Card from the front of the card deck. Each Question Card has a blank space ). The Player reads the card aloud,

inserting the Subject's name in the blank.

*for example,* iMAGiNiff the ? Token lands on ALAN. The Player draws the card and reads it aloud:

Alan

"iMAGiNiff... <u>'ALAN'</u> were an animal. Which would he be?

Number One, a Sheep Dog Number Two, a Chimpanzee Number Three, a Koala Bear Number Four, a Bull Number Five, a Panther or Number Six. a Toad."

Next, the player places the card face up so everyone can see.

Everyone now secretly decides which of the G answers best fits ALAN. Then, without any chatter, all players place the Numbered Voting Card matching the number of their choice face down in front of them. Even ALAN votes!

When everyone has chosen, players reveal their answers (and their true feelings about ALAN) by turning over their Numbered Cards. Now, let's score for this round! (Check out "SCORING")

#### PICK-A-PLAYER CARD



If this is the next card in the deck, the Player immediately draws it, and there is no need to roll the die. Each Pick-A-Player Card has three color coded questions on it.

The Player reads aloud the question that has the same color as the space his/ her pawn is currently on. The possible answers to these questions are always the 8 names written on the board! (for example, 1-Lenny, 2-Mark, 3-Kelly, etc.)

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After the question is read, everyone secretly decides which of the 8 names best fits. Then, all players place the Numbered Voting Card matching the number of their choice face down in front of them.

When everyone has chosen, players reveal their answers by turning over their Numbered Cards. A lively debate often ensues, so be ready! Now it's time to score for this round! (Check out "SCORING")

# SCORING:

With both types of cards, every player who picked the most popular answer, or equally most popular answer, moves his or her Colored

Pawn 1 space around the spiral gameboard toward the center.



#### for example

If there are 8 players and 4 of them vote that ALAN is a Toad, 3 of them vote Chimpanzee, and 1 (probably ALAN) votes ALAN is a Panther, all the Toad voters move 1 space. Nobody else moves.

*In case of a tie,* If 3 players vote Toad, 3 players vote for Chimpanzee and 2 players (Like ALAN and his Mom) choose Panther, both the Toad voters and the Chimpanzee voters move 1 space.

If everyone chooses a different answer (rare, but possible) nobody moves.

Now all players pick up their Numbered Cards, and the Question Card in play is discarded to the back of the deck Play moves clockwise and the next player checks the card deck to see which type of card is next: an iMAGiNiff Question Card or a "Pick-A-Player" card. Play proceeds as above!

# WINNING:

The first Colored Pawn to the center space wins!

If 2 or more players tie, everyone plays a tiebreaker round to determine the winner. The game is played as normal until one of tied players emerges victoriously. More than one tiebreaker round may be played, if necessary.

iMAGiNiff there were a winner... who would it be?

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