

WHAT HAPPENS IF A TEAM ANSWERS CORRECTLY?

If a correct guess is made, that team wins the card and places it on the corresponding coloured pile on their Rainbow Mat to bank the points and the round is over. Red guesses are worth the most points (7), and violet guesses are worth the least (1).

WHAT HAPPENS AFTER AN INCORRECT GUESS?

If the answer is incorrect, the guessing team is out for the current card, and must wait until the next card to guess again - **unless they use their Go Again! token**, more on that later. Play continues with the host reading the **next clue**.

If no one manages to guess the correct answer after the violet clue is given, or if all teams have used up their guesses, the card is discarded and the round is over.

GO AGAIN! TOKENS

Go Again! tokens give a team who has already made an incorrect guess a **second chance** to get it right and win that card.

Like normal guessing, a team must be the first to slap the Go! card in order to guess. After the team has made their guess, whether it is correct or not, they must flip over their Go Again! token as it can only be used **once per game**.



— NEXT ROUND AND WINNING —

Keep repeating until you've played ten rounds.

Work out your score using the points shown on your Rainbow Mat. Teams score points for each card they have won.

Whoever has the most points, is the winner! In the case of a tie, the team who scored the highest for a single card wins.

If there is still a tie the tying teams share the victory!

WINNER!

RAINBOW GO!

INSTRUCTIONS

Professor
PUZZLE
GAMES

8+ 3-9 20 MINS