

Instructions

Players: 6, (5)

Age: 11+

Before the game starts:

Every player takes a different colored ship figure and puts it on start (Tzew). After that the question-card-deck is placed on, or next to the board. When everything is ready, the German moderator watches the game.

Beginning of the game:

The person who scores the highest dice starts the game by throwing again.

During the game:

According to the dice you throw you go the numbers shown on the board. When you land on a black spot you do nothing. By hitting a green field you need to answer a question, if you answer wrong you stay, also you need to go the extra round around Great Britain, if you answer one (or more) question(s) wrong. You keep every question card you answered right till the end of the game. The goal is to reach Tzew; the points for reaching it are the following:

First	5 points	questions answered right
Second	4 points	questions answered right
Third	3 points	questions answered right

The correct answered questions are added to the points for reaching Tzew, the person with the most points wins.

For the quizmaster:

You take the white sheet with the right answers at the beginning of the game and lead the whole game. The Numbers on the question cards show you, which is the right answer to it.