

SMART 10

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- 1 Smartbox
- 10 answer markers
- 100 double-sided question cards
- rules



GAME OBJECTIVE

Consecutively try to find the correct answers to one question. If you get it right, you score. But if you don't save your points in time, you might as well lose them again. When someone scores at least 30 points, the game ends and the player with most points wins.

GAME PREPARATIONS

If you want to play with more than four players, form teams. Decide when the game ends: a standard game goes to 30 points, but you may also opt for an alternative goal, such as 15 points for a shorter game.

In the corners of the Smartbox, there are scoring wheels with a symbol next to each wheel. Each player chooses a symbol (**A**) to mark their scoring wheel. See that the cards are placed correctly in the Smartbox so that the answers can be seen in the holes (**B**). Place the 10 answer markers on the holes to cover the answers. Remove the top card and slide it under the card deck (**C**).

You are ready to play.

HOW TO PLAY

The game is played in consecutive turns. The youngest player goes first: read out the question in the middle of the card and give the first answer. In your turn, you may either answer or pass:

- If you choose to **ANSWER**, give an answer you think is correct by saying the answer aloud, and remove the respective answer marker.
 - The answer is correct? Awesome! Keep the answer marker in front of you.
 - The answer is incorrect? You drop out and can't give any more answers on this card. Put the answer marker aside (but not back on the Smartbox). Additionally, you lose all answer markers you gained on this card so far. (The points you have gathered in earlier rounds have already been marked in your scoring wheel and will thus remain.)
 - Regardless of the answer and outcome, give the Smartbox to the next player.
- If you decide to **PASS**, give the Smartbox to the next player.
 - If you are unsure about the remaining answers or you think none of the remaining answers are correct, it is smarter to pass and not risk losing any answer markers gained on this card.
 - You can't give any further answers to this card.

The next player then chooses to answer or to pass. And so on...



QUESTION CATEGORIES



TRUE/FALSE: The answers are either “true” or “false”. You can only go for the correct “true” answers – but you never know how many answers are “true”. If you think there are only “false” answers left, pass. (Alternatively, you may agree to go for both “true” and “false” answers in the game: you get an answer marker if your answer equals the one on the card.)



NUMBER: Guess the exact number or date of an answer of your choice.



ORDER: Guess the correct position of an answer of your choice. E.g., for the question “Order of metro systems by opening year (1=oldest)” you say “third”, choose “Paris” and remove the corresponding answer marker to win it. You don’t need to answer in order, so no need to start with whatever is number 1; you can also start with number 7, for example, if that’s the one you know.



CENTURY/DECADE: Guess the correct century or decade.



COLOUR: Guess the correct colour.



OPEN: Guess the correct word, name etc.

EXAMPLE:

The question is: “Which of these answers count as board games?”
Two answers to the question are already revealed: Pentago is “true” and Brillo is “false”. That means one player had the correct true answer and got one answer marker. Another player chose the false answer and already dropped out of this round.



END OF THE ROUND

A round ends when all 10 answer markers are removed, or when all players dropped out or passed.
All players now add their points to their scoring wheels (one point for each answer marker) and place the markers back on the Smartbox.

NEW ROUND, NEW CARD

Before starting the next round, make sure that all answer markers are back on the Smartbox and slide the top card under the card deck to reveal the next question.
The new round begins with the player next to left from the player who started the previous round.

END OF THE GAME

The game ends as soon as a player/team reaches at least 30 points in their scoring wheel (or the chosen number of points). The player or team who then has the most points, is the winner.

OPENING THE SMARTBOX :

To open the hatch on the side of the Smartbox, press the side with the hole and bend it gently outwards while sliding it up.

Please note! The grooves have to fit the sides for the hatch to open and close properly.



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