

The Object of the Game

is to match the other player's answers to questions about yourself, friends, family or famous people you've never met! Keep choosing the most popular answers to win!

How to Play...

iMAGiNiff..

Preparing to Play -

1. Using the dry erase marker, write the name of each player on the blank spaces of the outer ring of the game board as shown.



If there are fewer than 8 players, fill the empty spaces with people all the players know. Use family members, co-workers, mutual friends, whatever. You can even use famous people; the President is a popular choice. IMPORTANT: Before you put iMAGiNiff.. away, use a tissue to wipe the names off the game board.

2. Everyone chooses a Colored Token and places it on the 'START' space. The Grey Token is placed on any name on the outer ring of the game board.

Separate the colored Numbered Cards from the Question Cards and give each player the 6 Numbered Cards corresponding to his/her token color. Set aside any extra Numbered Cards and Colored Tokens. Shuffle the remaining cards and place them in the small iMAGiNiff.. box.

Actually Playing -

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

The Player rolls the die and moves the Grey Token that number of spaces in either direction around the outer circle of the board. If the Grey Token lands on a name, this person is now the "Subject" of the current round. (See Special Situations if it lands on "Challenge"). The Player then draws a Question Card from the back of the deck. Each Question Card has a blank space (_____). The Player reads the card aloud, inserting the Subject's name in the blank.

for example,
Suppose the Grey Token is on JACK, and The Player draws the card which says iMAGiNiff.. _____ were an animal.

The Player reads aloud:

"iMAGiNiff.. JACK 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",

and places the card face up for all the players to see.

All players now decide which of the 6 answers best fits Jack, and, without discussion, place the Numbered Card matching the number of their choice face down in front of them. Even Jack votes!

When everyone has chosen, players reveal their answers (and their true feelings about Jack) by turning over their Numbered Cards. A lively debate often ensues, so be prepared.

Scoring -

Every player who picked the most popular answer, or equally most popular answer, moves his or her Colored Token 1 space toward the center. The player who rolled the die moves 2 spaces if he or she picked the most popular choice.

for example,
If there are 8 players and 4 of them vote that Jack is a Toad, 3 of them vote Chimpanzee, and 1 (probably Jack) thinks Jack is a Panther, all the Toad voters move 1 space. If the player who rolled the die voted Toad, he/she moves 2 spaces. Nobody else moves.

for another example (Ties),
If 3 players vote Toad, 3 players vote for Chimpanzee and 2 players (Like Jack and his Mom) choose Panther, the Toad voters and the Chimpanzee voters move 1 space. If the player who rolled the die picked Toad or Chimpanzee, he/she moves 2 spaces.

If everyone chooses a different answer (rare, but possible with 6 or fewer players) nobody moves.

Now all players pick up their Numbered Cards and the Question Card in play is placed at the front of the deck. Play moves clockwise and the next player rolls the die, moves the Grey Token and reads the next card aloud.

Winning -

The first Colored Token to the center space wins.

If 2 or more players tie, all other players remove their Colored Tokens and cannot win. All players then participate in a Tiebreaker round to decide the winner. The next player rolls the die and moves the Grey Token (the Challenge space cannot be selected). The round is played in a normal manner. Tied players who score advance until one winner emerges. More than one Tiebreaker may be played, if necessary.

Special Situations - Challenge Round

If the Player elects, on his or her turn, to move the Grey Token to the Challenge space as the roll of the die allows, a Challenge Round is played. The player whose turn it is picks one other player to participate in the Challenge Round. You cannot decline participation. The Player then throws the die again and moves the Grey Token the indicated number of spaces in either direction. The Challenge round is now played using the name indicated by the Grey Token.

Only the Player and his or her chosen partner play this round. The card is read and the two players independently choose their answers, using the Numbered Cards.

If they match, both players move forward 4 spaces. If not, they must both move back 2 spaces. Players cannot move back any further than the Start Space.

Bonus Cards

When a Bonus Card appears as the next card in the deck, the player whose turn it is keeps this card. At any stage in the game, if the Player feels confident of scoring in a particular round after hearing the question read, he or she can play the Bonus Card by laying it down with his Numbered Card.

If the Bonus Card holder scores on that round he moves the 1 or 2 spaces as indicated on the Bonus Card, in addition to the regular scoring move. There is no penalty for not scoring.

After the Bonus Card has been played it is placed at the end of the deck.