SMART 10

CONTENTS



- 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 first, 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 for a shorter game, you can decide to stop at 15 points, for example.

In the corners of the Smartbox, there are scoring wheels and next to them a symbol. Each player chooses which symbol they will be (**A**). See that the cards are placed correctly in the Smartbox – that is, the answers can be seen in the holes (**B**). Place the 10 answer markers on the provided holes in the Smartbox. 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 starts. He reads out the question in the center of the card and gives the first answer. When it's your turn you can either answer or pass.

– If you choose to answer, give an **ANSWER** which you think is correct, by saying the answer out loud and remove the respective answer marker.

- The answer was correct? Awesome! Keep the answer marker in front of you.
- The answer was wrong? You drop out and can't give any more answers on this card. Put the answer marker aside but not back to the Smartbox. Additionally: you lose all answer markers you gained from this card so far. (The points you have gathered in earlier rounds will remain.)
- After your answer, give the Smartbox to the next player. (No matter if the answer was correct or wrong.)

– You are unsure about the remaining answers? Or you think there is no correct answer left. You can choose to **PASS** and just give the Smartbox to the next player.

- Now you don't risk losing the markers you have already collected on this round! But you can't give any further answers for this card.

The next player then chooses to answer or 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 correct. If you think there are only "false" answers left, pass.

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

ORDER: Guess the right position of an answer of your choice. E.g., for the question "Order of metro systems according to 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.

CENTURY/DECADE: Guess the correct century or decade.

COLOR: Guess the correct color.

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 correct and Brillo is false. That means one player already dropped out of this round.



END OF THE ROUND

A round ends, when all 10 answer markers are removed, or when all players passed or dropped out.
All players now add their points to their scoring wheels 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 the scoring wheel. 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.



martinex®

SMART 10

© 2018 Martinex,
All Rights Reserved

MINDTWISTER

20+ 2-8 10+

WHITE CASTLE GAMES AGENCY

Arno Steinwender & Christoph Reiser