COMPONENTS

- Game Board
- 440 Question Cards
- 8 Playing Pieces and Stands
- Jumbo Category Die
- Jumbo Movement Die

OBJECT OF THE GAME

The object is to be the first player who reaches "The End" on the Smart Ass' rear end.

SETUP

1. There are four categories of question cards: **What Am I?, Where Am I?, Who Am I?** and **Hard Ass**. Place each card deck on the game board in its designated place.

2. The **Hard Ass** cards have two questions. Once all of the top questions have been read, continue play using the bottom questions on each card.

3. Each player chooses a plastic stand, inserts a Smart Ass playing piece and places it at Start.

PLAYING THE GAME

1. The oldest Smart Ass player (Player 1) is the Reader and asks the first question. Player 1 rolls the colored category die to determine the category of the first question (Blue is **What Am I?**, Green is **Where Am I?** and Orange is **Who Am I?**.)

2. Player 1 selects a question card from the category rolled. The question card lists 10 clues. Player 1 begins to read the first clue. Any player can yell out an answer at any time and after any clue (players do not need to wait for Player 1 to finish reading the clue.) However, each player gets only one try at answering each card. All players who provide incorrect answers are out of that round and cannot try and answer the question again.

3. Player 1 continues to read the clues until one of the players (Player 2) answers the question correctly. Player 2 then rolls the numbered movement die and moves his/her playing piece forward the number of spaces rolled.

4. If no player answers the question correctly after the last clue is given, Player 1 wins the round, rolls the numbered movement die and moves his/her playing piece forward the number of spaces rolled.

5. Play passes to the left with the player to Player 1's left becoming the Reader.

6. Spaces on the game board:
   a. **DUMB ASS SPACE: This is a penalty space.** If a player lands on this space after rolling the die, s/he is silenced from answering or asking the next question. In other words, any player landing on the Dumb Ass space sits out the next round. If it was that player's turn to read a question card, then the player to his/her left becomes the Reader. *Note: If only two players are playing and one player lands on the "Dumb Ass" space, then the other player gets a free roll of the die and moves forward on the board. The game then continues.*
   b. **HARD ASS SPACE:** This is a bonus question space. If a player lands on this space after rolling the die, then the Reader selects and reads a bonus question from the "Hard Ass" (red) category. Only the player who landed on the Hard Ass space can try and answer the question. If the player answers correctly, s/he rolls the die again for a bonus move. If s/he answers incorrectly, then play resumes with all players back in the game for the next question. *Note: For bonus spaces, if the player answers incorrectly, the Reader does NOT roll the die and move forward.*
   c. **KICK ASS SPACE:** If a player lands on a "Kick Ass" space, s/he must move his/her playing piece back three spaces.

7. Tie Breakers – If there is a dispute regarding which player answered the question correctly first, the Reader should determine which player moves forward. However, if it is an exact tie and the Reader cannot make the determination, then the Reader selects a tie breaking question from the "Hard Ass" category and reads the question for the tied players only. The first player to answer the tie breaking question correctly wins the round, rolls the die and moves forward. If none of the tied players answer the question correctly, the Reader wins the round, rolls and moves forward.

WINNING THE GAME

The first player to land on the target labeled "The End" on the Smart Ass' rear end is declared the winner. A correct number roll is not required.

All trademarks are the property of their respective owners. All Rights Reserved.

Smart Ass The Board Game is a registered trademark of Red Media Pty Ltd. © 2007 Red Media Pty Ltd.

© 2007 University Games Corporation, San Francisco, CA 94110. All Rights Reserved. University Games Europe B.V., Weth. Sangersstraat 23, 6191 NA BEEK (L.), The Netherlands. University Games Australia, Level 1, 71-73 Chandos Street, St Leonards, NSW 2065, Australia. University Games UK Ltd., Unit 11 Brickfields Business Park, Woolpit, Bury St Edmunds IP30 9QS, UK. Retain this for future reference. Made in China. B007821 10/09