

HEISEY MANIA - RULES OF PLAY

EQUIPMENT

"Heisey Mania" contains one playing board, one die, question-and-answer cards, card box, 4 diamond shaped tokens and 16 scoring pegs.

OBJECT OF THE GAME

Players must correctly answer questions in each of the 4 categories by having landed in each of the category headquarters which are located at the ends of each of the 4 points. The play then proceeds to the Museum (H.M.) at the center of the playing board for the game winning question.

START OF PLAY

Each player selects a token and receives 4 scoring pegs one in each of the 4 category colors.

Players roll the die, with the player rolling the highest number moving first. If two or more players tie, they roll again.

The player with the first turn rolls the die again and, starting from the H.M. at the center of the board, moves the token the indicated number of spaces in any direction. The first move for each player will end either in a category headquarters at the end of a spoke, if the die roll is 5, or in a category space, if the die roll is 1 through 4 or 6.

When a token lands in a category space or headquarters, the player is asked a question in that category.

The category spaces and headquarters are color-coded:

Cobalt	ABC*
Flamingo	Heisey History & Early Years
Sahara	Colors
Moongleam	Patterns
* ABC = Animals, Baskets & Beverage, Candlesticks	

The question, next to the appropriate symbol, is taken from the first card in the box and is read by another player. Answers are on the opposite side of each card. The next question comes from the next card in the box.

If the player correctly answers the question, the player's turn continues with another roll of the die. If the player answers incorrectly, the turn passes to the left.

With each die roll, a move can be made in either direction around the diamond playing path or on any of the paths to H.M. A combination move along the diamond path and up the H.M.

path is permitted. Backtracking—a combination of forward and backward moves on one die roll—is not permitted. For example, if a player's token is one space from a desired category space or headquarters and a die roll of 5 is made, a move of 3 forward and 2 backward cannot be made. A player must always move the number of spaces shown on the die.

CONTINUATION OF PLAY

Play continues, with cards placed in the rear of the box after each question is answered.

When a category requirement is met—a player has correctly answered a question in a category headquarters—the appropriate scoring peg is placed in the player's token.

If the player answers incorrectly, the token must leave the headquarters on the next turn and anytime later re-enter it for the player to attempt another question for credit.

A player landing in one of the 8 "Roll again" spaces continues the turn by rolling the die again.

When a token lands on H.M. before the player has met the 4 headquarters requirements to be able to win the game, the H.M. is treated as a wild-card space and the player chooses the category for the subsequent question.

Any number of tokens may occupy the same space.

WINNING THE GAME

After a player has correctly answered a question in all 4 category headquarters, the player's token must make its way to the H.M. to attempt to win the game.

The token must land on the H.M. by an exact roll of the die. When a player overshoots the H.M., he must successfully answer a question in the category on which he lands and try again to enter the H.M. on an exact roll of the die, or wait for the next turn if the question is not answered correctly.

When the token lands on the H.M., opposing players select the category for a final question, by simple agreement or a vote, and the next card then is drawn.

If the question is answered correctly, the game is won. If it is answered incorrectly, the player must leave the H.M. on the next turn and re-enter it for another question.

Because a correct answer always means another roll of the die, a player may meet the game-winning requirements on the first turn. If this happens, any player who has not yet had a turn is permitted a chance to duplicate the feat and create a tie.

NOTES ON PLAY

All 4 categories are represented on the paths at each die roll out from the H.M. This means that a player who does not roll a 5 on the first turn, thus moving directly to a category headquarters, still may dictate the category for the first question. For example, if a 4 is rolled and the player prefers History, the token may travel the path, with a History space as the fourth one out. The only exception is if a 6 is rolled, then the player must choose either ABC or Patterns.

This also means that a player who overshoots while attempting to enter the hub for a game-winning question has 4 categories from which to choose the next question.

The rules contain no provisions about how long a player may take to answer a question or about how precise an answer must be. Players decide what constitutes a reasonable time in which to produce an answer. Similarly, they decide how exact an answer must be—whether, for example, a last name alone constitutes a correct answer or both first and last names must be provided.

Players should decide before the game begins if the correct answer is to be read aloud after a player has provided an incorrect answer.

"Heisey Mania" lends itself extremely well to team play for as many as 16 players, with those deemed strong in various categories dispersed among the teams. Players should decide before the game whether consultation among team members is to be allowed.

Fewer than 4 can play.

Also, it is not necessary to shuffle the cards but, if this is done, care should be taken to keep them properly aligned.