

Rules

A FEW TIPS BEFORE YOU START PLAY:

"Top 5" means whatever you want it to mean. Remember, there are no wrong answers. Your opinion is as good as anyone else's because it's YOUR opinion!

If you're struggling to come up with five answers, get creative! If you can't think of a famous Harry, list a mutual friend named Harry. Your partner just might do the same thing. In WaveLength, a match is a match – even if your answers are factually incorrect!

Use your best judgment when disputes arise. For example, if the question is "Top 5 John Travolta Movies" and one teammate writes "Saturday Night Fever" while the other teammate forgets the movie's name and writes "The one with the disco dancing," you might consider giving them the benefit of the doubt.

OBJECT

To score points by matching your partner's top five rankings for various questions. Advance around the board to the Finish space and match your partner's #1 "answer" to win the game.

CONTENTS

Game board, game cards, card tray, 6 movers, sand timer, 2 dice, dice labels, answer pads.

SETUP

Place the color /you choose/they choose labels, in any order, on one game die. Place the number labels, in any order, on the second game die. Each player gets an answer pad. Players will also need a pen/pencil to use during the game. Divide into teams of two. Each team selects a mover and places it at Start. The team with the oldest player goes first, then play moves in a clockwise direction.

PLAYING

Each round begins when the rolling team picks a card from the question card tray and rolls the dice. The color die determines the color of the question. The scoring die determines the point value for that round.

Color Die

- If the color die lands on a color, play the question on the card that matches the color on the die.
- If the color die lands on **You Choose**, the rolling team chooses which question to play in that round.
- If the color die lands on *They Choose*, the non-rolling teams agree on which question to play in that round.

Scoring Die

1x: Single points awarded to rolling team for that round

2x: Double points awarded to rolling team for that round [Non-rolling teams always get single points]

Players from all teams will have 60 seconds to secretly write down their top five answers to the question. After writing their answers, each player must rank their answers from 1 to 5 in the rank column – not necessarily in the order in which they were written.

When time is up, starting with the rolling team, each player compares answers with his/her partner by reading aloud.

SCORING

Teams get 1 point for each common answer that does not match in rank. Teams get 2 points for each common answer that also matches in rank.

Teams advance their movers one space for each point earned in the round. If the scoring die is on 2x, the rolling team gets double points for the round and advances the corresponding number of spaces.

SAMPLE QUESTION AND SCORING

Question: Rank The Top Five U.S. Presidents

Partner #1's list:		Partner #2's list:
Rank: Answer:	Scoring:	Rank: Answer:
1. Abraham Lincoln —	11-	1. George Washington
2. George Washington ——		2. Abraham Lincoln
3. Thomas Jefferson ———	_ 2	3. Thomas Jefferson
4. Franklin Roosevelt ———	_ 2	4. Franklin Roosevelt
5. Ronald Reagan		5. Harry Truman

This team receives 2 points each for Thomas Jefferson and Franklin Roosevelt because both partners ranked them the same.

This team receives 1 point each for Abraham Lincoln and George Washington because both partners listed them but their ranks didn't match.

This team gets six total points for this round and advances six spaces.

If this is the rolling team and the scoring die is on 2x, this team advances 12 spaces.

WAVF WAR

When the *rolling team* sits on a Wave War space *at the beginning* of a round, all teams battle for the highest score in the round. The rolling team rolls only the Color Die. You Choose and They Choose still apply.

The team with the highest score in the round advances accordingly while the other teams do not. If two or more teams tie for the highest score in the round, the tying teams advance while the other teams do not.

Wave Wars are always played for single points.

WINNING THE GAME — THE WINNER ROUND

WHEN ONE TEAM REACHES THE FINISH SPACE,

that team (and that team only) immediately plays The Winner Round regardless of whose turn it is to roll. The team picks a card and chooses a question on the card to play. **Each partner writes down only his/her #1 answer to the question.**

Partners then compare answers.

If the answers match, that team wins the game.

If the answers don't match, that team moves back five spaces to the smaller swirled square and play continues with the next team clockwise rolling the dice.*

WHEN TWO OR MORE TEAMS REACH THE FINISH SPACE AT THE SAME TIME,

those teams play the Winner Round simultaneously. One card is picked and each team chooses individually which question on the card it wants to play.

(Teams can decide to play the same question if they want.) *Each participating partner* writes down only his/her #1 answer to the question.

Partners then compare answers.

- If only one team matches answers, that team wins the game.
- If no teams match answers, all teams on the Finish space move back five spaces to the smaller swirled square and play continues with the next team clockwise rolling the dice.*
- If two or more teams match answers, the team(s) that didn't match (if there are any) move back five spaces to the smaller swirled square and the teams still on the Finish space play another Winner Round.
- *If the game continues, the dice move clockwise from the team that rolled immediately before The Winner Round.

GAME VARIATIONS

- Lengthen or shorten the allotted time for each question
- List the Top 3 for each question instead of the Top 5
- If you have an odd number of players, designate one player to be a "common partner" for two other players. For example, with three players, two of the players can be their own "team" as they try to match answers with the third "common" player, who acts as a partner for each.
- For a greater challenge, set a point total teams have to achieve in a single round before leaving the Start space.

 Suggested total: four points.
- To increase difficulty, designate a space behind the smaller swirled square that teams fall back to after an unsuccessful Winner Round.



We appreciate your comments on Wavelegth. Please send your correspondence to:

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