

# RULES

## PLAYING THE GAME



### ACTION SPACES

**FF** FORWARD space they throw the die as usual and are asked the corresponding question from the challenge card in play. If they answer the question incorrectly they must remain on the space and it is the end of their go. If they answer the question correctly they may move the playing piece forward double the number they last threw and throw again.

**FF** - If a player lands on a **FAST FORWARD** space they throw the die as usual and are asked the corresponding question from the challenge card in play. If they answer the question incorrectly they must remain on the space and it is the end of their go. If they answer the question correctly they may move the playing piece forward double the number they last threw and throw again.

**PAUSE** - If a player lands on a **PAUSE** space that player must challenge another player to a TV trivia question. The player must select which person they want to challenge, then take a new challenge card from the corresponding box (see points to remember) and read out the **PAUSE** question found at the bottom of the card. The challenged player may then hold the challenge card to answer the question. If the challenged player answers correctly the original player must move their playing piece back the number last thrown on the die and it is the end of their turn. If the challenged player answers incorrectly they must move their playing piece back the number last thrown on the die and the original player continues their go by throwing the die for another question. If the original player continues to play then the original challenge card is used and the new card placed back in the appropriate challenge card box.

**HOP CHANNEL** - When a player lands on, or passes over this space they must stop and channel hop to the first space of the next channel, this is the end of that player's go.

### REMEMBER

If a player lands on an action space after moving directly from another action space then no further action is taken. Similarly if a player begins their go on an action space they may just proceed as if it is a challenge space (See key to board features on page 2).

### REMEMBER

If a player lands on an action space but then throws a number previously thrown on that go, it is the end of that player's turn.

### WINNING THE GAME

The winner is the first to reach the **OFF** button and correctly answer a **PAUSE** question.

Similarly to the **HOP CHANNEL** button, once a player lands on or passes over the **HOP TO OFF** button they must stop and hop to the **OFF** button in the centre of the board. They should then be asked the **PAUSE** question at the bottom of the card in play, on that turn, they do not need to wait until their next turn to be asked the question. The player must answer this question correctly to switch off the box and win the game. If the player answers incorrectly they must wait until it becomes their turn again, another card is drawn and the player is asked another **PAUSE** question. This continues until a player answers their question correctly and wins the game.

Similarly to the **HOP CHANNEL** button, once a player lands on or passes over the **HOP TO OFF** button they must stop and hop to the **OFF** button in the centre of the board. They should then be asked the **PAUSE** question at the bottom of the card in play, on that turn, they do not need to wait until their next turn to be asked the question. The player must answer this question correctly to switch off the box and win the game. If the player answers incorrectly they must wait until it becomes their turn again, another card is drawn and the player is asked another **PAUSE** question. This continues until a player answers their question correctly and wins the game.

## RULES OF THE GAME

# TV Times



# SQUARE EYES THE GAME

## CHANNEL HOPPING CHALLENGES

## BE THE FIRST TO SWITCH OFF THE BOX!

"Packed full of fabulous TV images"

CLASSIC

MODERN

CLASSIC

© 2004 Ravensburger Ltd.

TV Times™ is an IPC Media trade mark.  
© IPC Media Limited 2004.

Ravensburger

# CONTENTS

## OBJECT OF THE GAME

How much can you remember about 'Classic' or 'Modern' TV images? You've got 20 seconds to scrutinize each challenge card, before you are challenged to answer questions about the image.

For every question you answer correctly, you can move around the board, hopping through the four coloured TV channels to the **OFF** switch.

Can you be the first player to hop around the board and switch off the box?

## KEY TO BOARD FEATURES

### Challenge Spaces



Challenge Space



Challenge Space

### Action Spaces



**FAST FORWARD**



**REWIND**



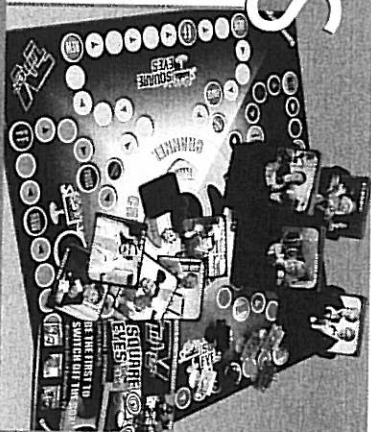
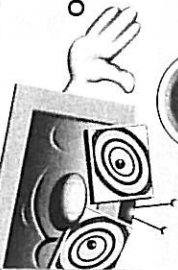
**HOP CHANNEL**



**PAUSE**



**HOP TO OFF**



## WHAT'S IN THE BOX

- 1 X
- 2 X
- 2 X
- 6 X
- 1 X
- 1 X
- 1 X

## SETTING UP THE BOARD

Unfold the board and place on a table or flat surface.

Each player selects their playing piece and places it on the ON button found in the green channel.

Place the challenge card boxes beside the board, one next to each coloured channel. (There are two **Classic** challenge card boxes and two **Modern** challenge card boxes included). To increase the variety of the images it is recommended that the **Classic** and **Modern** challenge card boxes are placed alternately around the board.

Finally take out the electronic timer and die and place them next to the game board. It is recommended that at least one player reads the remaining rules before starting the game.



## PLAYING THE GAME

## RULES

### STARTING THE GAME

Each player takes turns to throw the die, the player who throws the highest number goes first.

The person to the first player's right should now take a card from the green channel challenge card box and give it to the player to scrutinize. The person to the right of the player must then start the timer. The player now has 20 seconds to memorise as much information about the image as possible (NOTE: The player must only look at the image side of the challenge card!).

Once the time is up the first player returns the challenge card to the player on their right and throws the die to determine which question will be asked from the back of the selected challenge card. For example if the player throws a three then the person to the player's right must ask them question three from the reverse of the card.

### REMEMBER

Players progress around the board following the path in a clockwise direction hopping through each of the four channels before reaching the **OFF** button.

### REMEMBER

Before a player can throw the die or move their piece they must be given a challenge card to scrutinize for 20 seconds.

### REMEMBER

The player asking the question has the final say on whether an answer is correct or incorrect.

### REMEMBER

Challenge cards may only be taken from the corresponding challenge card box, for example if a player is situated within the green channel then their challenge card may only be taken from the challenge card box placed next to this channel at the beginning of the game.

### REMEMBER

At the end of each player's turn the challenge card should be placed back in the challenge card box it has been taken from.

## ACTION SPACES



**REW** - If a player lands on a **REWIND** space they throw the die as usual and are asked the corresponding question from the challenge card in play. If they answer the question correctly they may remain on the space, but it is the end of their go. If they answer the question incorrectly they must move the playing piece back the number they last throw and it is

the end of their go.