

HOW TO PLAY **Finish Lines®**

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Number of Players: 2 to 6 players or teams

Age: Teens to Adults

Average Playing Time: 40 minutes

Object of the Game: To be the first player to be awarded eleven (11) *line tiles* and to cover, or *finish*, your *line bar* on the game board with the tiles. Players are awarded tiles by correctly answering the FINISH LINES® phrases in the given categories.

Included in the Game:

1. FINISH LINES® game cards (500 cards)
2. Game board
3. Line Tiles (approx. 70 tiles)
4. Die
5. Game board markers (6)

Game Card Categories:	<u>Color:</u>	<u>Category:</u>
	Yellow	Literature
	Orange	TV/Movies
	Red	Music
	Blue	TimeLines (time-honored quotes from history, sports, religion and science)
	Purple	Quotables (proverbs, nursery rhymes, common sayings)

HOW TO PLAY: Players choose a colored *line bar* on the game board close to where they are sitting. Players also choose the corresponding colored game board markers.

All players place their colored game board markers onto the "START" space. Players determine who will go first by rolling the highest number on the die.

Player #1 rolls the die to determine the number of spaces to move his or her marker on the game board. Play proceeds **counter-clockwise** around the game board.

The player to the left of Player #1 draws a FINISH LINES® card in the appropriate category (as indicated by the colored space on the game board) and reads the line to Player #1.

(over)

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NOTE: *Cards should be drawn from the beginning of the appropriate category section and placed at the end of the section once the card is read to the player.*

Player #1 must correctly 'finish' the given FINISH LINES® phrase.

For example, if Player #1 is given the quote:

"That's one small step for man....."

To FINISH the LINE, Player #1 must respond:

"One giant leap for mankind."

(Neil Armstrong, upon setting foot on the moon, July, 1969)

If the correct answer is given, Player #1 receives one tile and places the tile on top of his or her colored *line bar* on the game board. Play then continues with Player #2.

If an incorrect answer is given, no tile is awarded and the turn passes to the next player.

Play continues around the game board until a winner is determined.

WINNING THE GAME:

The first player to be awarded eleven (11) *line tiles* and to completely cover his or her *line bar* (by placing the tiles side-by-side on top of the *line bar*) is the winner!

"FREE" SPACE:

If a player lands on the green space marked "FREE," the player gets a FREE CHOICE of the category.

"START" SPACE:

The "START" space becomes a FREE space (FREE CHOICE OF CATEGORY) if a player lands on it once the round has begun.

At Games For All Reasons, LLC, we gratefully acknowledge the use of *Bartlett's Familiar Quotations*, (16th Edition, John Bartlett/Justin Kaplan, Little, Brown and Company, 1992), *Harry and Wally's Favorite TV Shows* (Harry Castleman and Walter J. Podrazik, Prentice Hall Press, NY, 1989), *Halliwel's Film and Video Guide*, (Leslie Halliwell/John Walker, Harper Collins Publishers, 1999), and *Television's Greatest Hits* (TVT Records, Steven Gottlieb, Executive Producer, vols. I-IV, 1987, 1996) as the major sources in the development of Finish Lines®. Because we are 'gamesters' and not scholars, we apologize if we might have misidentified or neglected a source of any of the quotes. Most of all, we hope you enjoy the game!

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