



MANUAL



GAME EQUIPMENT

2 200 card sets, 2 card trays, 1 game board,
1 30 second hourglass, 1 60 second hourglass, 1 spinner,
4 pawns and 1 manual.

GOAL OF THE GAME

Be the first with your team to reach the "Final Round" by guessing as many correct answers as possible from the DEEN and DUNYA cards within 30 or - with a little luck - 60 seconds. With every correct answer, the team gets one step closer to the final destination to play the final. But be careful, various traps can arise along the way! More correct answers is not always progress ... Have a safe journey!

BEFORE THE GAME BEGINS

- Place the game board, the spinner, 2 hourglasses and the 2 card trays with the cards on the table, shuffle the cards if necessary;
- Create a minimum of 2 to a maximum of 4 teams of a minimum of 2 to a maximum of 4 people per team;
- Each team chooses one pawn and places it on the purple start space;
- Each team determines the order of its own players. The player who plays is the **active** player;
- Determine which team starts first;
- Amateur variant:** The DEEN cards sometimes contain extra text in brackets below the answers. This can be a translation or the context of the answer and is a description and guessing aid. Now agree among yourself whether the amateur variant will be played or not.

GAME COURSE ROUND

STEP 1: TURN THE SPINNER

The active player from the playing team spins the spinner. The outcome is a blue, pink or gold box with a symbol on it. The box colored pink (DUNYA) and blue (DEEN) determine from which card tray a card is played. Now first follow the instructions of the rotated symbol:



MINUS AND PLUS POINTS

These points will be subtracted from the number of guesses in **STEP 2**, but the total will never be less than 0. Example: -2 has been rotated and in **STEP 2** 1 answer is guess correctly. The outcome therefore remains 0.

BONUS

The active player immediately plays an extra card after the first card. The points of both cards are added together. Both cards may be a DEEN and / or DUNYA card.

PLAYER CHANGE

The playing team must immediately exchange a player with the opposing team. The active player determines the substitution, but may not substitute himself. The new player on the team turns the spinner again and continues playing. Note: turn as often as necessary until no new player substitution is made.

HOURLASS 60 SEC.

Use the 60 second hourglass to guess the answers in **STEP 2**.



STEP 2: PLAYING CARD(S)

The player who turned the spinner (active player) takes a card from the DEEN or DUNYA card tray, depending on the outcome in **STEP 1**. The player places the card face down in front of him without looking. The opposing team decides when the playing team can start by shouting "GO" while turning the 30 or 60 second hourglass.

Each card has 5 answers. The active player determines the order himself and follows the rules described below of what is allowed and not allowed. While the player describes the answers one by one, the other team members try to guess as quick as possible. After 30 (or 60) seconds the time is up and the other teams call "STOP". When all cards have been played, it is time for **STEP 3**.

GLOSSARY

The meaning of the DEEN cards can be found at the **glossary** section of the **Rush to Mecca** website. If there are any doubts about the answer, you can find it here.

ALLOWED

- Describe the word, such as humming and gesturing;
- Articles such as "the", "a" and "an" (in any language);
- Amateur variant:** The text in brackets on one DEEN card may be said. For explanation, see section "BEFORE THE GAME BEGINS".

NOT ALLOWED

- Name the names on the card;
- "Sounds Like" tactics, rhyming words, or similar tricks;
- Pointing at something;
- Note:** As soon as there is a whisper, the card is shown, answers are passed on or other rules are broken, the playing team will skip a turn.

STEP 3: PROGRESS ON THE BOARD

The active player now moves the pawn on the game board. The number of steps to take is the total number of correct answers plus any + and - points.



MINUS AND PLUS POINTS

Move the pawn directly the number of steps forward or backwards.



BONUS

The active player directly plays an extra DEEN or DUNYA card.

TORNADO



The tornado travels a route, follow the arrow on the space and go to the **next or previous** tornado on the game board.

HOURLASS



the playing team occupies the big hourglass, the next team can't use the large 60 second hourglass for 1 round.

SPIN AGAIN



Only the outcome of the symbols is applied immediately.

Note: You come on a BONUS

or **HOURLASS**, the rules as described above apply.

END OF A ROUND

The active player puts the played card(s) back into the correct card tray on the side with the arrow pointing down. The next team (clockwise) has their turn.

FINAL ROUND

The team that reaches the Final Round and is the first to guess **7 correct answers (amateur variant: 9 answers)** of both a DEEN and DUNYA card is the winner. The 60 second hourglass may be used once to guess the answers. **Note:** The final round will be played in the next round.